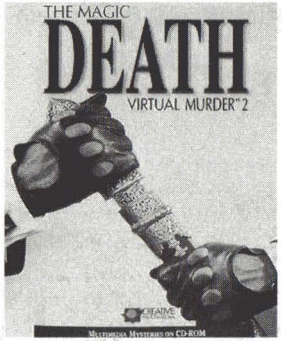
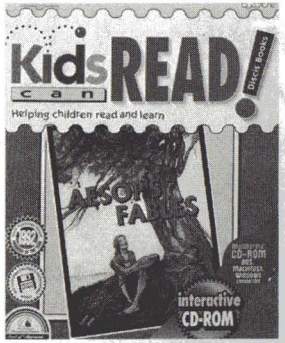
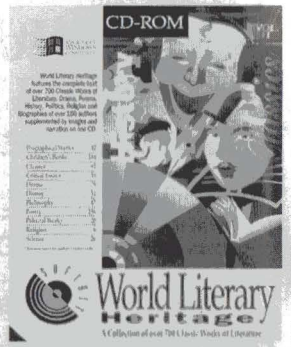
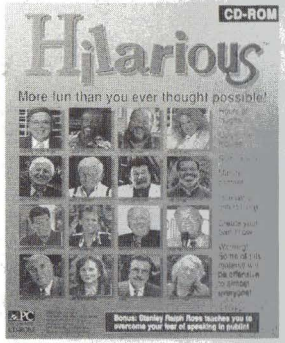
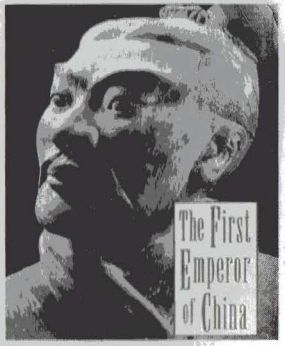
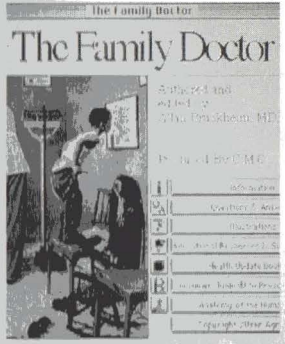


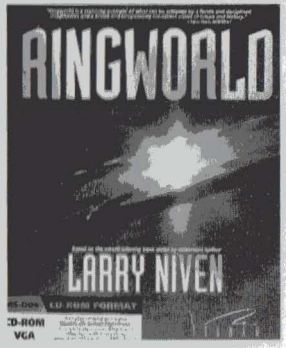












CREATIVE MULTIMEDIA

Discis

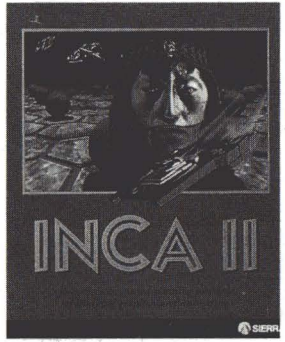
SOFTBIT

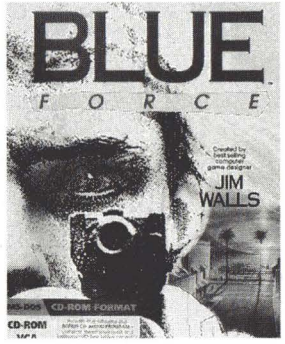
SIERRA®

TIME WARNER
INTERACTIVE

VOYAGER

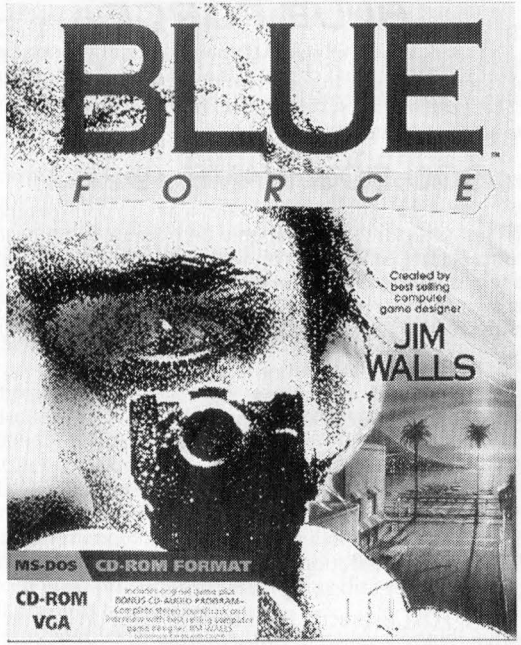
Optimum Resource, Inc.





CONTENT

1. Aesop's Fables ..... In CD
2. Blue Force ..... P. 3 - P. 17
3. Family Doctor ..... P. 18 - P. 20
4. First Emperor of China ..... P. 21 - P. 24
5. Hilarious ..... In CD
6. INCA - 2 ..... P. 25 - P. 38
7. Magic Death ..... P. 39 - P. 42
8. Red Baron A-10 ..... P. 43 - P. 75
9. Ringworld ..... P. 76 - P. 88
10. World Literary Heritage ..... In CD
11. Registrations / Discount Coupons . P. 89 - P. 96



BLUE FORCE

BLUE FORCE IS AN INTERACTIVE POLICE ADVENTURE game from best-selling computer game designer, Jim Walls. This manual contains helpful information on installing, playing, and enjoying Blue Force. We recommend that you read the manual while you are installing the game.

24 HOUR HINT LINE

900.903.WAVE (9283)

As you play *BLUE FORCE*, you may encounter puzzles that you consider too challenging. Don't despair. Hints on all Tsunami games are available 24 hours a day by calling 900.903.WAVE (9283). Calls to this number are NOT free. You will be charged $.80 per minute for each call. Callers under 18 years of age must have the permission of a parent or guardian to call this number. Game hints are the sole responsibility of Tsunami Media, Inc. and all contents are copyrighted by Tsunami Media, Inc. All rights reserved. Printed in the U.S.A.

Minimum System Required
IBM or 100% compatible
386SX 16 Mhz or faster processor
MS-DOS Version 5.0 or greater
640Kb memory (590,000 bytes available)
VGA adapter (*MCGA not supported*)
Hard disk with 10Mb available (*20Kb for CD-ROM*)
Microsoft compatible mouse
3.5" high density disk drive

FOR CD-ROM USERS:
While you may play *BLUE FORCE* directly from the CD-ROM drive, you must install the game to your hard drive (*20Kb required*) in order to use the SAVE GAME function.

INSTALLING THE GAME

THE FOLLOWING PROCEDURE ASSUMES THAT YOUR computer is turned on and that you are entering commands at the DOS prompt. If you are running MS-Windows or any version of a DOS shell program, you must exit or quit out of them and enter the **INSTALL** commands for *BLUE FORCE* from the DOS prompt. NOTE: If for any reason your computer rejects the game disks, call 209.683.WAVE (9283).

1) Remove your game disks from the box and insert the game disk labeled DISK 1 into a 3.5" high density floppy disk drive.
2) Type the letter of the drive (*into which you inserted DISK 1*) followed by a colon and press [ENTER]. For example, if you inserted your disk into Drive A:, you would type A: and press [ENTER].
3) Type **INSTALL** and press [ENTER].
4) The Tsunami logo screen will appear followed by a prompt asking if you are ready to install *BLUE FORCE*. Click on **OK** or press [ENTER] to begin the installation procedure. Click on **QUIT** to exit the program without installing the game.
5) An on-screen prompt will appear to confirm your sound card type. Click on **OK** or press [ENTER] if the indicated selection is correct. To change the selection, click on **CHANGE SELECTIONS** to bring up the Sound Options menu. Now click on the incorrect selection to see the other available choices. Click on your new selection. Click on **OK** when you are satisfied.
6) During the installation process, you will be prompted for a game directory name (*where you wish your game to reside on your hard drive*). Clicking on **OK** or pressing [ENTER] to choose the default, **BLUE**, is recommended. Advanced users can substitute a different game directory name at the prompt. Click on **QUIT** to exit without installing the game.
7) Follow the on-screen prompts and insert each game disk as directed. The entire procedure will take about 10 minutes to complete.
8) After completing the installation process, return your*BLUE FORCE* game disks to the box to keep them safe.

STARTING THE GAME

THE INSTALL PROGRAM HAS PLACED ALL GAME FILES into the game directory on your hard disk. The game directory is named **BLUE** unless you specified a different name during the install procedure.

Before you can begin play you must make **BLUE** (*or the directory you specified, if different*) the current directory by typing **CD \[game directory name]** and press [ENTER]. For example, if you selected the default directory, **BLUE** (*which is recommended*), you would type **CD \BLUE** [ENTER]. Next, type the word **BLUE** and press [ENTER]. The title screen will appear and the game will begin.

PLAYING BLUE FORCE

BLUE FORCE IS AN INTERACTIVE ADVENTURE GAME. YOU control the actions of rookie motorcycle cop, Jake Ryan. As you play, you will control Jake's decisions and actions. Various obstacles are placed in Jake's path and you must determine the best course of action to overcome them. Your judgment and wits make the game come alive and move the story along. The following Police Radio Codes will assist you as you play the game.

POLICE RADIO CODES

10-1	Radio Reception – poor
10-2	Radio Reception – good
10-4	Received Message
10-13	Weather Check
10-15	Prisoner in Custody
10-27	Subject Check
10-35	Back-up Requested
10-97	Arrived at Scene
10-98	Cleared Scene; Available For Call

USING THE MOUSE

All interactions with the characters and situations in *BLUE FORCE* use mouse clicks from the left mouse button. Whether you want to WALK someplace or GIVE something to someone, you communicate your wishes by clicking with the mouse. The result of your mouse click depends on the current ACTION you have selected. Each ACTION is selected from the ACTION MENU and will be indicated by a distinctive style of mouse pointer.

SELECTING AN ACTION

To select an action from the ACTION MENU, click the right button on your mouse. A menu of ACTIONS that looks like the figure shown at the right will appear.

Five of the seven small badge points indicate an ACTION you may select. Select an ACTION by clicking on it with either the right or the left mouse button. One of the ACTIONS, namely the TSUNAMI ACTION, will produce a sub-menu when selected. This sub-menu is explained in detail below. The remaining four ACTION areas, WALK, LOOK, TOUCH, and TALK, will set the mouse pointer and return to the game. The ACTION MENU will *not* appear at times when the game is busy doing some complicated animation. The mouse pointer will be *invisible* at these times.

WALKING

To WALK, you must have selected the WALK ACTION.
This selection will result in a **cross** mouse pointer. Click the WALK POINTER where you would like your character to go.

LOOKING

When you select the LOOK action, the MOUSE POINTER becomes an **eye**. Clicking on certain items in the scene produces a detailed description of the selected item. You should examine all

new scenes closely, as many important clues may be revealed in these messages.

TOUCHING

The TOUCH ACTION is represented by a hand. It is used to physically manipulate objects in the game. Items may be picked up, doors may be opened, and so on by clicking the TOUCH POINTER on the desired object.

TALKING

When you select the TALK ACTION, the mouse pointer becomes a **word balloon**. Click the TALK POINTER on someone to start a conversation. Some characters may have several things to say. However, not everyone will be sociable. A few characters are just concerned with their own business and won't talk to you.

TSUNAMI

Selecting the TSUNAMI ACTION brings up a list of utility functions, each selected by a button labeled with that function's name. Each function has a key equivalent which is active at all times. Key equivalents are explained under the heading HOT KEYS located on page 12 of this manual.

SOUND

This function allows you to change your sound card selection, and allows you to set the volume of the music and sound effects. When you set the volume to 'MIN', the sound will be turned off. The sound volume setting, and the sound card you select will be in effect each time you begin the game.

NOTE: Do not select a music or MIDI sample card that is not installed in your computer, it may cause problems in your game play. If you make an incorrect selection, you must return to the TSUNAMI ACTION LIST and select the appropriate music or sample card from the sound options.

QUIT

This function returns you to the DOS prompt. Be sure to save your game before selecting **QUIT**, or all progress you may have achieved will be lost when you next play.

RESTART

This function takes you to the very beginning of game play. You will not normally need to use this function unless you have ***not*** **SAVED** any games at a point where you fail and are forced to restart.

SAVE

This function allows you to save up to eight games-in-progress. Each game may be named uniquely and restored independently. For example: BLUE1, BLUE2, etc. Click the mouse on the empty space and type in a description. Click on **SAVE** or [ENTER] to **SAVE** your game.

If all **SAVE GAME** positions are filled, you will have to re-use one of the **SAVE GAME** positions. Click on the **SAVE GAME** description that you are going to re-use and edit the name. Click on **SAVE** or simply press [ENTER] to **SAVE** your game. WARNING: All the data from the **SAVE GAME** selection you replace will be lost.

RESTORE

This function brings up the list of saved games. Select a game to **RESTORE** by clicking the mouse on the desired game description listing. Your current game, if one is in progress, will be lost unless you have **SAVED** it, and you will resume playing the **RESTORED** game. Click on **CANCEL** to resume play without restoring a game.

INVENTORY

As you play the game, you will accumulate important game-related items. These items are referred to as your **INVENTORY**. They are displayed in the inventory bar at the bottom of the screen. This bar contains all the items that you have successfully retrieved.

SELECTING INVENTORY

You scroll through the items in the **INVENTORY** bar by clicking on the blue arrows at the lower right of your screen. If you have fewer than four **INVENTORY** items, the arrows will be inactive. To select an item from your **INVENTORY**, place the mouse pointer on the desired item and click the left mouse button. When you select an **INVENTORY** item your mouse pointer becomes an image of the item you have selected.

LOOKING AT INVENTORY

You can look at any item in the **INVENTORY** bar by clicking on the desired item. The mouse pointer becomes the selected item. Now, if you click the cursor arrow point on the **QUESTION MARK** box in the lower right corner of the screen, you will receive a description of that item.

USING INVENTORY

Click on any item in the **INVENTORY** bar. Now you can use your **INVENTORY** item by clicking the image on the desired location within the scene.

For example: If you wanted to use your handcuffs, you would first select the handcuffs from the **INVENTORY** bar. Move the mouse pointer to the small picture of your cuffs and click on the mouse. The pointer now changes to a small image of handcuffs. Then, place the handcuff image pointer on top of the suspect and click the left mouse button. The suspect, if appropriate, will be handcuffed.

Using your gun requires a slightly different technique. It is assumed that you have no desire to do yourself bodily harm, so drawing your gun is accomplished by clicking the gun image pointer on yourself. If you want to put your gun away, simply click the gun image pointer on yourself. Anyone or anything else you click your loaded gun on will be treated as a target.

HOT KEYS

Certain funtions in the game may allow or require you to use the keyboard. In most cases you

perform the function with the mouse, but, for convenience, keyboard equivalents of mouse commands are provided (*see below*). These keys are always active (*that is, they will perform the function even when the game is not allowing the Action Menu to appear).*

F1 Help. Displays a brief list of the function keys and their uses.
F2 Save.
F3 Restore.
F4 Restart.
F5 Pause. Click on **OK** to resume play.
F6 Sound.
F7 Exit the game.

TROUBLE SHOOTING

THE FOLLOWING ARE ANSWERS TO SOME QUESTIONS we hope you never have reason to ask. There may be a file on Disk 1 called READ.ME which contains the most up-to-date information available for *BLUE FORCE*. If the answer to your problem is not in the EAD.ME file, see the section called; **ADDITIONAL HELP** on page 16.

Q: Everytime I try to install the game my computer freezes what should I do?

A: If this problem occurs while the Tsunami Title Screen is active and the on-screen cursor is visible, there is most likely a conflict between our Auto Detect Software and the hardware installed in your computer. To install *BLUE FORCE* without activating the Auto Detect Software, change to the DRIVE (A: or B:) where game DISK 1 is located. Then, type the following command at the prompt: **INSTALL /A [ENTER]**

This will disable the Auto Detect Software that checks for existing Sound Devices, then continue installation. When the Sound Device prompt appears, you may select from a much larger list of options.

Be certain to select only those Sound Devices that are installed in your computer, as an incorrect selection

may affect your game play.

Q: ***The game won't load correctly. Did I do something wrong?***

A: Not necessarily, if the INSTALL program isn't working, there are a few things to check before calling Tsunami for assistance. First, make certain that your system meets or exceeds the minimum requirements listed for *BLUE FORCE*.

Next, check to be certain your computer is working correctly by trying other applications. Finally, review the installation instructions in this manual to be certain you have followed them correctly.

Q: ***The message "out of conventional memory" appears while I am playing the game. What should I do?***

A: This message appears if you play the game with insufficient available memory. You must have 590,000 bytes of free RAM memory to play *BLUE FORCE*. Refer to the next question.

Q: ***How do I get 590,000 bytes of memory available?***

A: Be certain your system is running MS-DOS Version 5.0 or better and that your computer contains at least 640Kb of memory. You can check your DOS version number by typing **VER** and press [ENTER] at a DOS prompt. At a DOS prompt type **CHKDSK** [ENTER], this will tell you how much total memory is installed in well as how much is available for use.

The last two listings given by **CHKDSK** are the ones you want to look at. **TOTAL BYTES MEMORY** tells you the amount of RAM (*Random Access Memory*) physicaly installed in your system. This number must be 640,000 bytes or greater. If it is less than 640,000 bytes, you must install additional memory in your computer. Check the documentation which came with your computer to determine the proper memory type and installation procedure.

BYTES FREE indicates the amount of RAM available for use. This number must be

590,000 bytes or greater. If it is less than 590,000 bytes, you can install **HIMEM**, which is included as a part of your MS-DOS Version 5.0 software. See ***Chapter 12, Optimizing Your System:*** *Making More Memory Available* in your DOS manual for the proper installation procedures.

Q: ***Even after installing HIMEM, I don't have 590,000 bytes free. What are my options?***

A: Since *BLUE FORCE* requires 590,000 bytes of free RAM, you must free up some of your memory by removing some of the programs (*called Terminate and Stay Resident programs, TSRs for short*) which are loaded by DOS each time you start your machine. See ***Chapter 12, Optimizing Your System:*** *Making More Memory Available; Freeing Conventional Memory,* in your DOS manual for the proper procedures for removing these programs.

You may also want to try starting your computer by loading DOS from an original DOS system disk or a Special BLUE FORCE *Start-Up Disk. This method of starting your computer ensures that no additional programs are loaded into your RAM. See the* **Creating a special BLUE FORCE Start-Up Disk** *section of this manual for specific instructions on how to prepare a Special* BLUE FORCE *Start-Up Disk.*

Q: ***I have MS-Windows and a Pro Audio Spectrum 16. Sometimes when I play BLUE FORCE, the volume level is too soft even when set at maximum.***

A: If you are using your Pro Audio Spectrum 16 during a MS-Windows session and you go directly into *BLUE FORCE* you may experience some problems. After exiting MS-Windows, simply reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. When you return to the DOS prompt, start *BLUE FORCE* as you normally would.

Q: ***The Pro Audio Spectrum isn't an option on the Sound Card menu during installation. Does BLUE FORCE support it?***

A: Yes, but there must be a line in your CONFIG.SYS file that reads:

DEVICE = C:\PROAUDIO\MVSOUND.SYS

If your MVSOUND.SYS file is not located in the PROAUDIO directory (the default directory name), then replace PROAUDIO in the above command line with the correct directory name.

Q: I selected Pro Audio Spectrum as my Sound Card, but I don't hear any sounds. How do I get it to work?

A: First, ensure that all connections are correctly installed. Then, adjust the Volume setting using the Sound option of the Tsunami Action Menu. Finally, check the configuration line in your CONFIG.SYS file (*as detailed in the previous solution*).

ADDITIONAL HELP

IF YOU HAVE ANY OTHER PROBLEMS PLAYING *BLUE FORCE* which you cannot solve, our Tsunami Technical Support Department is available by calling **209.683.WAVE** during regular business hours (*8:00-5:00 PST, Monday through Friday*). Please have at hand as much of the following information about your computer set-up as possible:

➢ Brand and model of your computer.
➢ DOS version (*type VER and press [ENTER] at the DOS prompt*).
➢ Brand of any memory managers installed (*QEMM, 386-MAX, etc.*).
➢ Free memory available (*type CHKDSK and press [ENTER] at the DOS prompt and record values*).
➢ Contents of your AUTOEXEC.BAT and CONFIG.SYS files.

...and if applicable...

➢ Brand of your sound card (*if any*).
➢ Brand and model of your video card.
➢ Mouse brand and version number of your mouse driver software (*this information is displayed as it is installed during computer start-up*).

CREATING A SPECIAL BLUE FORCE START-UP DISH

TO CREATE A SPECIAL BLUE FORCE START-UP DISK, INSERT a blank 3.5" or 5.25" floppy disk (*depending on the size of your drive*) into your A: Drive. At the DOS prompt, enter the following commands:

C: [ENTER]
FORMAT A: /S [ENTER]

You will be prompted to *"Insert new diskette for drive A: and press [ENTER] when ready..."* Simply verify that the disk in drive A: is your Special *BLUE FORCE* Start-Up Disk and press [ENTER].

After formatting is complete, you will see the prompt *"Volume label (11 characters, [ENTER] for none)?"*, press [ENTER]. The next prompt you see will be *"Format another (Y/N)?"* Press the letter N for no, and press [ENTER].

Next, you need to copy your mouse driver onto the disk. To do so, change to the directory where your MOUSE.COM file is located (*this is usually the MOUSE directory, but it may be located in your DOS directory*) by typing the following command at the DOS prompt:

C: [ENTER]
CD \MOUSE [ENTER]

If your mouse driver is located in a directory named something other than MOUSE, you should substitute the name of your directory in the command line above. After changing to the directory which contains your mouse driver, type the following command:

COPY MOUSE.COM A: [ENTER]

If your mouse driver is named something other that MOUSE.COM (*MSMOUSE.COM or LMOUSE.COM, for example*), you should substitute the name of your driver in the command line above.

You must also copy one of your DOS files onto the disk. To do so, change to the directory where your DOS files are located (*usually the DOS directory*) by typing the following at the DOS prompt:

CD \DOS [ENTER]

If your DOS files are located in a directory named something other than DOS, you should substitute the name of your directory in the command line above. After changing to the directory which contains your DOS files, type the following command:

COPY HIMEM.SYS A: [ENTER]

Finally, at the DOS prompt, switch to your BLUE directory by entering the following commands:

CD \BLUE [ENTER]

(NOTE: If you specified a different game directory name during INSTALL, substitute that name for BLUE in the command above.)

After switching to your game directory, enter the following command:

COPY AUTOEXEC.RW A:AUTOEXEC.BAT [ENTER]
COPY CONFIG.RW A:CONFIG.SYS [ENTER]

FOR CD-ROM USERS:
You will need to copy the appropriate driver files to this *Start-Up Disk* and modify the **CONFIG.SYS** and **AUTOEXEC.BAT** files accordingly.

This will complete the preparation of your *Special BLUE FORCE Start-Up Disk.*

Using Your Special Blue Force Start-Up Disk

AFTER CREATING YOUR SPECIAL *BLUE FORCE* START-UP DISK, insert the disk into your A: drive and reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. After

returning to the DOS prompt, enter the following commands:

C: [ENTER]
CD \BLUE [ENTER]
(NOTE: If you specified a different game directory name during INSTALL, substitute that name for BLUE in the command above.)
BLUE [ENTER]

Now you may begin game play.

Disk Warranty

TSUNAMI MEDIA, INC. WILL REPLACE ANY DEFECTIVE disks at no charge during your first ninety days of ownership. Please send us the defective disk accompanied by a brief note explaining the problem and a copy of your dated, signed sales slip. Be sure to include your name, phone number and a valid U.S. Postal Service address complete with ZIP code. After 90 days there will be a $15 service charge for replacement of defective disks. Be sure to mail in your Registration Card.

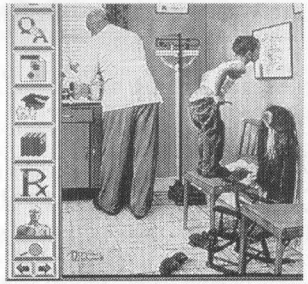
TSUNAMI SOFTWARE LICENSE AGREEMENT

THE INCLUDED SOFTWARE PROGRAM IS LICENSED BY TSUNAMI MEDIA, INC. TO CUSTOMERS FOR THEIR USE ONLY ON THE TERMS SET FORTH BELOW. USING THE INCLUDED DISKETTES INDICATES YOUR ACCEPTANCE OF THESE TERMS.

TSUNAMI hereby grants you a non-exclusive license to use the enclosed software and manual subject to the terms and restrictions set forth in this Software License Agreement.

NOT FOR INDIVIDUAL
RETAIL SALE

MPC/DOS/MAC



THE FAMILY DOCTOR

Second Edition

Authored and edited by Allan Bruckheim, M.D., FAAFP

A COMPREHENSIVE HOME MEDICAL GUIDE ON CD-ROM

GETTING STARTED-INSTALLATION INSTRUCTIONS

Installation Instructions for MPC for Windows®:

1. Insert the CD into the CD-ROM drive.
2. In the Windows Program Manager, choose RUN from the file menu.
3. In the Command Line box, type d:\set-up (where D is the letter of your CD drive).
4. Click OK, and then follow the directions.

Installation Instructions For DOS DiscPassage:

1. You must first install DiscPassage on your hard drive. To install DiscPassage, you must be in DOS. To find DOS, see your computer manual.
2. At the DOS prompt, type the letter of your CD-ROM drive, followed by a colon.
3. Type SETUP and press ENTER. Follow the on-screen instructions. Installation is complete.
4. Type DP and press ENTER to view the title.
5. You do not have to re-install DiscPassage each time you use the CD-ROM. Once it has been installed, just type DP on the drive it was installed.
6. To find on-line help while in DiscPassage, press the F1 key.

Installation Instructions For Macintosh® DiscPassage:

1. Insert the CD into the CD-ROM drive. Double-click on the CD icon. A new window will appear with the DiscPassage icon.
2. Drag the DiscPassage icon to the area on your hard drive you wish to install it. Installation is complete.
3. To start your DiscPassage CD-ROM, double-click on the DiscPassage icon, which you installed on your hard drive.
4. For more assistance with installation, information on using DiscPassage or troubleshooting tips, double-click on the CD-ROM icon. When the window appears, double-click on the AAREADIST icon.
5. For Help while using DiscPassage, select File, then Help from the Menu Bar.

SYSTEM REQUIREMENTS

System requirements: MPC for Windows® version-Requires 486 SX/25 or above running Windows 3.1 or later; 4 MB of RAM; 5 MB hard drive space available, double-speed CD-ROM drive; 256 color Super VGA monitor; SoundBlaster® or compatible sound card with Windows drives.

System requirements: PC or compatible version-Requires DOS 3.1 or later; 512 k RAM available for application; VGA supported, Super VGA with 512k+ video memory with VESA extension recommended. Audio requires CD-ROM drive with audio output..

System requirements: Macintosh® version- Requires System 6.0.5 or greater, 2 Mb RAM. Images display on all systems. Color display requires 8-bit color, 32 bit QuickDraw, and color monitor. A CD-ROM drive with audio output, CD-ROM extension, ISO 9660 File Access, and Foreign File Access required.

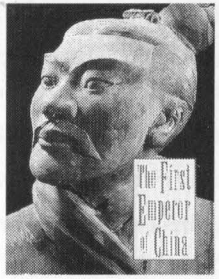
TECHNICAL SUPPORT

For technical support-call: 503-241-1530. 24-hour BBS: (503) 241-1573. CompuServe account 71333.3143 or Internet address 71333.3143 @ COMPUSERVE.COM

© Copyright 1991, 1992, Creative Multimedia Corporation. All rights reserved. All other trademarks copyright of there respective owners. All rights reserved.

PN 10911-001

CREATIVE MULTIMEDIA
513 NW 13th, Suite 400
Portland, OR 97209



THE FIRST EMPEROR OF CHINA

USER'S GUIDE

For a free Voyager catalog call 1-800-446-2001/1-914-591-5500

REGISTRATION (P.95) AND SOFTWARE SUPPORT

Please fill out and return the enclosed warranty card. This registers your copy of the software and entitles you to telephone support. Call 591-5500 for software support.

TECHNICAL REQUIREMENTS – WINDOWS

- 25-MHz 486SX or higher processor
- 640×480, 256-color display
- 4 MB of RAM (8 recommended)
- MPC-compatible CD-ROM drive and sound card with speakers or headphones
- MS-Windows 3.1, MS-DOS 5 or later, MSCDEX

SETTING UP – WINDOWS

You can install the software using Program Manager or File Manager. No matter which method you use, the installer will add a First Emperor of China icon to the Voyager group in Program Manager.

Installing the Software from File Manager

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. From within the Windows File Manager, click on the drive icon for your CD-ROM drive to display the disc's files.
3. Double-click on the SETUP.EXE file to run the Setup program.
4. Follow the directions in the Setup dialog boxes to complete the installation.

Installing the Software From Program Manager

1. Choose Run from the File menu.
2. Type d:\setup.exe, where d: is your CD-ROM drive.
3. Click OK
4. Follow the directions in the Setup dialog boxes to complete the installation.

LAUNCHING *THE FIRST EMPEROR OF CHINA*

Every time you wish to use *The First Emperor of China*, make sure that The First Emperor CD is in your CD-ROM drive. Double-click the "First Emperor of China" icon to start.

USING *THE FIRST EMPEROR OF CHINA*

Navigating the Program

At the Contents page, you can go to any main section by clicking its title. From any page, use the navigation panel at the bottom of the screen to access the other sections of the program.

To go to another section of the program, use the Contents pop-up menu.

To go to another part of the Image Index, Map, or Thumbnails section, use the Index pop-up menu.

About the Image Essays

The Image Essays section features five QuickTime segments and their transcripts.

To start or pause the movie, click in the movie window

You can listen to the movie in either English or Chinese. (Some segments lack Chinese narration.) To change from English to Chinese, click in the circle next to the desired language.

In many Image Essays, the Ask the Experts button takes you to a session in which authorities address questions relevant to the topic of the essay.

In the Great Wall chapter, the Map button displays a map of the Great Wall. Click any location along the Great Wall map to view a movie clip of that area.

Using the Glossary

The text in most sections is linked to a glossary. To display annotated text, click "G" in the navigation panel.

Clicking an underlined word will take you to its definition in the glossary. To return to the text where you started, click the Return arrow.

Marking Pages

You may dog-ear any page by clicking in the upper-right corner of the page.

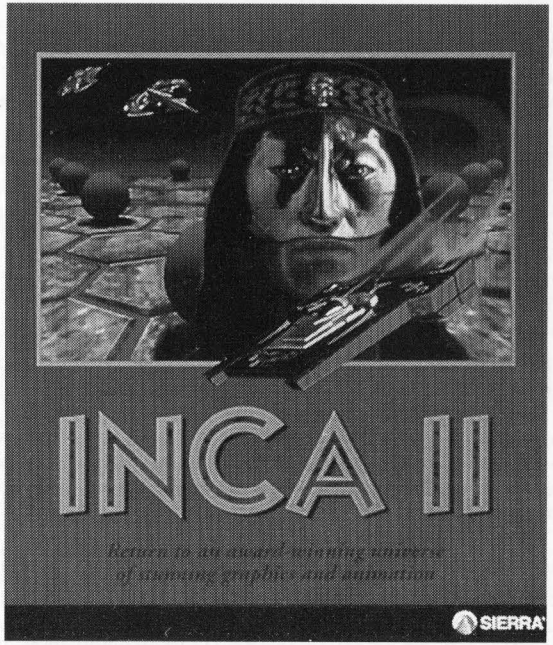
To look through previously marked pages, click the arrows at either side of the Marked button.

Getting More Help

The First Emperor of China features extensive balloon help. Click the "Help" button to turn balloon help on and off.

© 1985, 1991 Ching-chih Chen. Software design © 1994 The Voyager Company

C5784D3.1W



INCA II

Inca II is an interactive film with four distinct phases of action and adventure:

1. Narrative story
2. Puzzles
3. Space combat
4. Other combat

The screen has four sections, from top to bottom:

- The icon strip at the top which appears when the mouse cursor is moved to the top of the screen.
- The command line
- The central screen where the action takes place
- The dialogue window at the base of the screen

The icon strip has four functions accessible by clicking the left mouse button on the icon. An icon may be temporarily unavailable depending on the type of the phase.

Control Panel

This icon allows you to **load** the game you are currently playing or quit the game. At the beginning of each interactive phase an automatic save game is made. You are then given the name of the save game which appears automatically on the list of save games. Choose **load** to restore your game. Choose **quit** to leave the program after you are prompted to confirm you wish to quit.

Video

This function is active only in the puzzle phases. It enables you to look back over what has happened to you since the beginning of the adventure. For more information, see page 7.

Inventory

This function is active only during the puzzle phases. For more information, see page 7.

Settings

This icon allows you to choose Music to suppress the sound track or turn it on. Choose Info to see the date and time.

1. THE NARRATIVE PHASES

The narrative phases make up the body of the film. They give you the story bit by bit. To make the dialogue unfold in the silent versions you must click on the left-hand mouse button when the **Click if OK** cursor appears.

2. THE PUZZLE PHASES

During these phases you come up against puzzles which you must solve in order to continue with the adventure. All the active zones of the screen can be found by the zone name which appears on the first line when the cursor is moved. These active zones are the only ones useful for solving the puzzles.

The Role of the Cursors

Moving the cursor across the screen is a way of examining the screen. It enables you to locate the active zones, to leave, or to change the screen. The cursor is an arrow in these cases. The names of the active zones appear on the first line.

The appearance of the **Click if OK** cursor indicates text available to be read. The dialogue unfolds as you touch the left-hand mouse button.

The Icon Strip

Control Panel and Options icons are described in detail earlier.

Video-Audio

A filmed summary of the preceding phases of the game can be consulted any time. For this you have a **VCR.** To see this summary, choose your entry point by using the **image by image** keys, then click on **play.** You can watch more than 30 minutes of uninterrupted video. During the summary you can return to the phase of the adventure that you left by simply clicking the right-hand mouse button.

Above the VCR there is a hi-fi panel that allows you to regulate the sound and listen to the different pieces of music.

Inventory

This icon enables you to open the inventory. You select the object you want by clicking the left-hand mouse button. When you pick up an object the cursor changes into that object. You can also access the inventory by pressing the right-hand mouse button.

Using the Objects

To take an object that appears on the screen, click the left-hand mouse button. The object changes into a cursor. If you then click the right-hand button the object goes into the inventory. To use the object-cursor in an active zone of the screen, click the left-hand mouse button. When doing this, the click may mean, depending on the context: give, show, take, use or activate.

3. THE SPACE COMBAT PHASES

At different times during the adventure you will pilot spacecraft, including the Tumi, sacred spacecraft of the Inca, and the Three-Master.

Your combat objectives will be indicated to you as the adventure progresses.

Two modes, recognizable by the cursor shape, enable you to handle the spacecraft:
To move from one mode to the other, press the F10 key.

In Flight mode use the mouse or the joystick to steer the spacecraft. To fire, press the left-hand button or the joystick button. To transmit your orders to the spacecraft, use the keyboard (see the list of function keys in the weapons section) or go into Controls mode as indicated above by using the F10 key.

3.1 THE TUMI INSTRUMENT PANEL

A. The Dialogue Window

The dialogue for the silent versions of the film appears in this window.

B. The Central Cockpit Window and its Sighting Cursor in Flight Mode

The central cockpit window gives you an outside view. The cursor indicates the direction of the Tumi and its speed in LUM. When an enemy is selected (see paragraph E), a directional pointer appears from the center of the cursor, showing the direction of this enemy.

C. The Radar

This instrument is used to locate objects in space in relation to the spacecraft. The planets and especially enemy spacecraft (white dots) are represented by it. Your spacecraft is symbolized in the center. The radar is a projection of the space surrounding the spacecraft, so that objects located in front of the Tumi appear above the central circle of the radar, etc.

D. The Target-Information Screen

This screen enables you to analyze each enemy spacecraft and indicates its level of resistance.

Its resistance decreases as a result of your repeated attacks until it explodes when its resistance reaches 0. The space bar is used to show on the screen the resistance value of each enemy selected that is located in front of the Tumi. Keys F6 and F7 will also give you the same information for every enemy craft present, whatever its position.

The targeting of a spacecraft is indicated by a red spot on the central cockpit window and on the radar screen.

For those weapons that do not require **locking,** the and keys, accessible in Controls mode, enable you to zoom in or away from the image of the enemy. The key enables you to choose automatically the best view for each spacecraft-target that you select.

The name of the enemy:
CAP is the captain, CDT is a commandant, ACE is an ace pilot, a letter + a number = a soldier represented by his type of spacecraft and its number of order (for instance D120 = Dague (Spike) 120).

The action of the enemy is symbolized by a letter:

A = attack, M = movement, R = retreat, HI = high-velocity speed.

The state of the enemy is indicated in terms of his resistance rate. When you use the IA missile, the screen indicates when the spacecraft-target has been locked onto, and the screen display is then automatic. (See 3.3.2)

The screen keys, such as the menu bar, are only accessible in Controls mode.

E. The Tumi-Information Screen

This screen gives you all the real-time information on the state of the Tumi and its weaponry. You can access it in Controls mode in order to choose a weapon or to check on the state of the Tumi. This choice is made by pressing the button . Click on it in order to choose the weapons display or to check on the condition of the Tumi.

Choosing a Weapon.

The activated weapon is displayed on the screen, and the red ammunition counter gives the fire-power of this weapon. There are three ways of selecting a wea

In Controls mode when a weapon is displayed the and keys change the activated weapon.

In Flight mode use the right-hand mouse button.

With the keyboard use the following keys: F1 for the atomic disintegration gun, F2 for the missiles, F3 for the torpedoes, F4 for the bombs, F5 for the grapnel. (See 3.3)

The State of the Spacecraft.

When the Tumi is displayed on the screen, using the and keys will call up the damage it has suffered, as well as the condition of the shield. The spacecraft shield is represented in blue around the Tumi. Damage to the Tumi appears in red. The destruction of the Tumi, following repeated enemy hits, occurs when its shield is totally destroyed and the energy counter reads ZERO.

Auto The AUTO key gives you access to the systematic display of the latest information on the spacecraft or its weaponry (damage, change of weapon, etc.).

F. The Flight Computer (general parameters)

You can access the flight computer in Flight mode. It is located on the right of your seat (you must move over to the right of the flight position by pushing the cursor towards the right-hand limit of the screen).

When it is turned on (using the on/off button), it gives you access to the flight parameters of the spacecraft, which are:

No. 1. The Joystick Sensitivity Control. This enables you to regulate the mouse/cursor speed. The higher the x reading, the faster the cursor moves on the screen.

No. 2. The Control of the Turning Angle of the Spacecraft. The higher the x reading, the tighter the corners the spacecraft can take.

No. 3. The Inertial Force when in Rotation. This means the spacecraft's speed of reaction to a change of direction. The higher the x reading, the more sensitive the spacecraft becomes.

No. 4. The Speed Parameter. The time it takes to move from one speed to another. The higher the x reading, the faster the acceleration.

G. Managing the Speed of the Tumi

The Tumi automatically manages its own speed in accordance with the speed parameter of the flight computer. In Flight mode it is sometimes useful to vary this speed by pressing the + and - keys, or else the left Shift key and the Tab key.

H. The Battlefield Map

You can, at any time, visualize all the forces present on the battlefield on a two-dimensional map. When you press key F8 this map is instantaneously displayed on the screen.

You can reduce or increase the scale of the map by pressing the and keys.

You can also move to the top, bottom, or sides of the map. When the cursor reaches the edge of the map it becomes an arrow cursor, and by pressing the left mouse button you can make the map scroll.

There is an enemy analysis screen, more powerful than the one on the flight panel, which clearly displays the features of the spacecraft-target. You select it on the map by pressing the left mouse button.

3.2 THE TURRETS OF THE THREE-MASTER

A. The Dialogue Window, see 3.1-a

B. The Central Cockpit Window and its Cursor

Just as in the Tumi cockpit window, this window gives you an outside view. You can see a cursor on it which enables you to aim at a spacecraft-target. To open fire on it, press the left mouse button. This cursor is active in Combat mode.

C. The Radar

D. The Target-Information Screen

E. The Spacecraft-Information Screen

F. The Flight Computer

The above C through F function exactly the same as those of the **Tumi.**

3.3 THE WEAPONS

To fire, put the enemy in the center of the cockpit window, then press the joystick button or the left mouse button. The number that appears on the spacecraft-information screen is the ammunition counter.
Each weapon has specific features:

1. The Atomic Disintegration Gun

Key to select it: F1

Features: does not cause great damage, but is the easiest weapon to handle.

Fire-power: 50 Giga T per second

Use: the counter on the sighting cursor indicates the heat level of the gun. It is at its maximum fire-power when this reaches 99, and if the counter displays a temperature of 00, the gun can no longer work. You must wait until it cools down before trying to fire once again.

2. The IA Missile

Key to select it: F2

Features: you are certain of hitting the target if you can "lock on" to him long enough.
Fire-power: 100 Giga T
Use: as well as the sighting cursor and ammunition counter **(1)** a radar-hold indicator is also activated **(2)**. Select the enemy target (a radar-hold indicator appears on the cockpit window) and keep the target in the cockpit window until you have locked on it. A spacecraft-target is locked on when the two parts of the image on the target-information screen are aligned and the red sighting circle flashes red. Launch the missile and it will fly automatically to the target.

3. The Clean Nuclear Torpedo

Key to select it: F3:

Features: great fire-power, but not easy to handle
Fire-power: 200 Giga T
Use: sighting cursor with ammunition counter. The target-information screen gives steering directions in order to get a perfect alignment of the sight.
The target is aligned when the four arrows light up.

4. The Atomic Disintegration Bomb

Key to select it: F4

Features: the most powerful weapon on board, but not easy to handle. The Tumi has only a few of them. It can create micro black holes.
Fire-power: 2600 Giga T
Use: sighting cursor with ammunition counter. Effective on large targets with little mobility.

5. The Grapnel

Key to select it: F5

Features: mainly used to board other spacecraft, it does not cause any real damage.
Fire-power: 0.0002 Giga T
Use: sighting cursor with ammunition counter. The target-information screen gives steering directions

in order to get a perfect alignment of the sight. The target is aligned when the four arrows light up.

3.4 FUNCTIONS ACCESSIBLE WITH THE KEYBOARD:

F1: selection of atomic disintegration gun
F2: selection of IA missile
F3: selection of clean nuclear torpedo
F4: selection of atomic disintegration bomb
F5: selection of grapnel
F6: upward selection of spacecraft-targets present on the battlefield
F7: downward selection of spacecraft-targets present on the battlefield
F8: call up of battlefield map
F9: airbrakes
F10: Flight mode/Controls mode switch

Left-Shift-Tab or +: increase
Right-Shift-Tab or –: decrease
Spacebar: selection of spacecraft-target in front of the Tumi

3.5 THE ENEMIES

1. The Initiation Statues

These statues are not really enemies, but training targets. They are not armed, so they cannot cause any damage to the Tumi.

2. The Spikes

These are interceptors, very maneuverable, very limited range, and only fly in space.
Maximum speed: 160 Lum
Fire-power: 50 Giga T/s
Resistance: 250 Sp
Maneuverability: 150 Lum/s
Range: 1,400 Xlum

3. The Arachnospikes

Latest version of the spike, more powerful and more maneuverable, but they cannot penetrate the atmosphere.
Maximum speed: 200 Lum
Fire-power: 100 Giga T/s
Resistance: 500 Sp
Maneuverability: 300 Lum/s
Range: 1,600 Xlum

4. The Orbiting Base

This is a supply-interceptor station; it is also a space frontier post for the Old Lands. It is protected by a squadron of spikes.
Maximum speed: 20 Lum
Fire-power: 25 spikes
Resistance: 2,500 Sp
Maneuverability: 0.5 Lum/s
Range: unlimited

5. Ironscorpios

An older type of spacecraft, but still effective, very maneuverable and with dual flight modes: space and atmosphere.
Maximum speed: 230 Lum in space flight, 0.3 Lum in planetary flight
Fire-power: 150 Giga T/s
Resistance: 750 Sp
Maneuverability: 450 Lum/s
Range: 400 Xlum

6. Reactors

The latest version of the Scorpio spacecraft, model 5.0, they are faster and more powerful than the Ironscorpios, and they also have a dual flight mode.

Maximum speed: 250 Lum in space flight, 0.5 Lum in planetary flight
Fire-power: 200 Giga T/s
Resistance: 1000 Sp
Maneuverability: 700 Lum/s
Range: 300 Xlum

7. Bombers

These are tactical bombers with poor maneuverability. They are heavily protected, have two flight modes, and formidable fire-power. They were developed at the time of the third wave of conquests of the Old Lands.
Maximum speed: 120 Lum in space flight, 0.2 Lum in planetary flight
Fire-power: 300 Giga T/s
Resistance: 1000 Sp
Maneuverability: 200 Lum/s
Range: 200 Xlum

3.6 FRIENDLY SPACECRAFT

The Tumi

The sacrificial weapon of the Inca, Eldorado's spacecraft is fast, easy to handle and powerful, with stratomic propulsion.
Maximum speed: 234 Lum in space flight, 0.5 Lum in planetary flight
Fire-power: 254 Giga T/s
Resistance: 1200 Sp
Maneuverability: 780 Lum/s
Range: unlimited

The Three-Master

A merchant spaceship designed a long time ago, but still sturdy and remarkably reliable. Its solar wings capture the energy it requires for flight. Its propulsion is photonic. Besides the defensive

turrets, it is equipped with an attack launch.
Maximum speed: 234 Lum
Fire-power: 180 Giga T/s
Resistance: 843 Sp
Maneuverability: 100 Lum/s
Range: unlimited

The Attack Launch

This is a small defensive fighter which enables the Three-Master to protect itself.
Maximum speed: 180 Lum in space flight, 0.2 Lum in planetary flight
Fire-power: 150 Giga T/s
Resistance: 350 Sp
Maneuverability: 300L
Range: 200 Xlum

The Boomerang

A legendary spacecraft, it used to be the secret weapon of a civilization destroyed by the Old Lands. The secrets of its design still remain a mystery.
Maximum speed: 220 Lum in space flight, 0.32 Lum in planetary flight
Fire-power: 200 Giga T/s
Resistance: 300 Sp
Maneuverability: 180 Lum/s
Range: 410 Xlum

4. THE GROUND COMBAT PHASES

The action-combat phases of the adventure don't take place only in space. You will have to defend a moving train being attacked from the air by enemy spacecraft. You may also come up against warriors of all kinds, mercenaries fighting for Lord Aguirre.

4.1 THE TRAIN

a. The Combat Post Change

The train has four combat posts: one at the front of the locomotive, one at the back of the tender and one on each side of the locomotive. You can switch between them by clicking on the corresponding arrows. When one of the posts is under attack, the arrow representing it flashes. The arrow of the post where you are currently located is always off and appears as dark.

b. and e. The Aiming Window and its Sighting Cursor

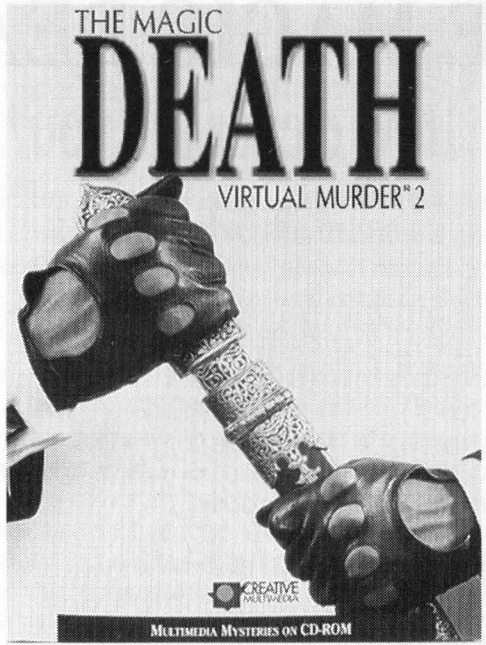
This window shows you the approaching enemy, as well as the landscape you are passing through. The sighting cursor is moved by using the mouse or the joystick, and you fire by pressing the left mouse button or the joystick button.

c. The Countdown Indicator

In combat phase, it automatically detects the time required for the train to reach the nearest shelter (hangar, tunnel, etc.).

d. The Train Condition Monitor

This indicator gives you the train resistance as a green bar. The train is out of action when the green bar is gone.



THE MAGIC DEATH

How clever are you?

A brilliant doctoral candidate in anthropology has been killed in a bizarre, ritualistic fashion. Her body is discovered on the floor of her apartment. Her face and body have been smeared with what appears to be clay or mud, and her dress has been smeared with chicken blood. At her side is a symbol drawn on the floor in white powder. At her head is a small shrine filled with what appear to be fetish objects, and a candle that has burned down to a stub.

A preliminary examination of the body shows no wound trauma of any kind. Her skin, though, appears bluish, as though she may have been poisoned.

The situation is complicated by the fact that Elspeth's apartment was burglarized two days before her death, at which time some audio tapes of Haitian Voodoo rituals were stolen. Could there be a connection between the two crimes?

CREATIVE MULTIMEDIA

Printed on recycled paper with soya based inks.

514 NW 11th Ave., Suite 203 Portland, OR 97209 Technical Support (503) 241-1530

Elspeth Haskard is dead and you're in charge.

You'll soon discover that Elspeth lived a rich, but very strange life. Coupled with he intellectual and sexual politics of campus life are the Haitian religion and the Hollywood movie scene. In all, you'll discover there are twelve suspects. Your job is to find the killer. And you only have six hours. So good luck, and remember to check the key facts, observations, and deductions you'll be keeping in your case notebook.

How to solve the crime.

Pick your path.

The *Magic Death* includes three different games with different killers. While the suspects remain the same, their alibis will change with each selection. You must first decide which version of the Virtual Murder you want to solve. Click on the Detective Icon and choose Game 1, 2 or 3.

Use your time carefully.

Ninety percent of all crimes are solved within the first six hours. After that clues grow stale and the murderer can get away. So, you'll want to use your time very carefully. In the upper right-hand corner is the clock which tells you how much time you have remaining. By clicking on the clock icon you can also determine how much time each task you select is going to take.

Getting started.

Installation instructions

MPC version for Windows®:

1. Turn your computer and CD-ROM drive on, then place "The Magic Death" CD-ROM into the CD-ROM drive.
2. At the DOS prompt, type **win D:\setup** and press ENTER.
3. You will then be prompted to follow a series of onscreen instructions.

Macintosh® version :

1. Turn on your computer and CD-ROM drive, then insert the disc into the drive. "The Magic Death" disc icon and a window will appear. If you have the Quick Time™ 1.6 extension installed on your computer, go to step #3. Otherwise:
2. Locate the "Quick Time Installer" icon in the window and double click on it. Follow the simple instructions for installation and restarting your computer. Re-insert "The Magic Death" disc.
3. Double-click on "The Magic Death" icon in the window. Installation is complete.

For Technical Support call (503) 241-1530, Monday-Friday, 8-5 Pacific Time. 24 hour BBS: (503) 241-1573. Settings are N/8/1, no parity, up to 9600 Baud. CompuServe account 71333,3143 or Internet address 71333.3143@COMPUSERVE.COM

© Copyright 1993. Creative Multimedia Corporation. Other words images and sounds copyright of their respective owners. All rights reserved. Made U.S.A.

RED BARON A-10

REALISM PANEL

Press Alt - R to access
Click ACCEPT or press the ESC key to exit
Click RESTORE to cancel

You may change any of the realism settings from either the Mission Assignment screen or from within the simulation itself. The settings allow you to customize certain features of the game to your own tastes. In most cases, each setting gives you a choice between ease of use and realism. There are 11 settings you may switch from realistic to nonrealistic. When a setting is set to realistic, a red check mark appears beside it. Pressing the button for the setting will switch it between its available states. (In the case of the Flight Model, there are 3 possible settings.) For convenience, we have included three buttons at the top of the REALISM panel to allow you to change all the settings at once. Each has default settings for different skill levels including **Novice, Intermediate,** and **Expert.** Following are descriptions of the REALISM settings available.

Realistic Instruments. When **turned on**, the only instruments seen from the cockpit will be the ones that existed on the original WWI aircraft. When **turned off**, all possible instruments will be displayed.

Sun Blind Spot. When **turned on**, the Sun Blind Spot will cause a glare whenever your view is placed directly at the sun. Enemy aircraft that are in the sun will not be visible until they are very close.

Realistic Weather. If **turned on**, the weather conditions will vary from mission to mission. If **turned off**, the weather will always be perfect: the sky will be clear with no clouds, and there will be a light wind.

Gun Jams Allowed. The machine guns of WWI were very unreliable and would jam frequently. The longer the gun was fired, the greater the chance it would jam. Pilots would often carry a hammer or mallet with which to hit their machine guns in case of jamming. When **Gun Jams Allowed** is **turned**

on, your guns will periodically jam when fired too frequently. When **Gun Jams Allowed** is **turned off**, your machine guns will operate perfectly, never jamming.

Blackouts Allowed. The pilots of WWI didn't have oxygen masks, and consequently a pilot who flew above 20,000 feet for too long would get dizzy and occasionally even blackout from lack of oxygen. Hopefully, when the pilot's aircraft went into a dive, the pilot would wake up before hitting the ground. When **Blackouts Allowed** is **turned on**, blackouts are possible. When **turned off**, blackouts will never occur.

Carburetor Freezes. At high altitudes, it gets very cold. The carburetors would often freeze, especially during winter months. This would cause a complete loss of power until the carburetor would thaw out, which could only come about if the aircraft was brought to a much lower altitude. When **Carburetor Freezing** is **turned on**, your plane's carburetor will freeze at higher altitudes. When **turned off**, the carburetor will never freeze.

Limited Ammunition. The great pilots would fire their guns sparingly, closing to within 30 yards and firing a short, decisive burst. This takes skill, but it can be mastered. If **Limited Ammunition** is **turned on**, your ammo supply will be limited. If **turned off**, you can spray the sky with bullets for as long as you like, assuming your guns don't jam.

Limited Fuel. Most of the aircraft had enough fuel to fly for two and a half hours. When **Limited Fuel** is **turned on**, your air time will be limited to your plane's fuel capacity. When **Limited Fuel** is **turned off**, your fuel supply will be definite.

Real Navigation. When **Real Navigation** is **turned on**, you will fly as the WWI pilots did....without sector coordinates displayed. You will have to navigate with the map, and by viewing natural landmarks on the ground below. When **turned off**, your sector coordinates will be displayed on the screen. This is useful when you are acquainting yourself with navigation.

Aircraft May Be Damaged. When **Aircraft May Be Damaged** is turned **on**, your aircraft will be susceptible to damage. When **turned off**, your aircraft will become invulnerable. We recommend the off setting for beginning Red Baron players only. Your score will be very low if this is turned off.

Flight Model. Flight Model allows you to select the level of realism your airplane can handle. The settings are: **Novice, Intermediate,** and **Expert.** Novice is the easiest to use, while Expert is for experienced pilots.

Novice: Flying is easy, turns are straightforward. If you bank the aircraft, it will turn. Your aircraft will not nose down in a turn.

Intermediate: Turning is modelled more realistically. In order to turn properly, you will have to apply back pressure (pulling back on the stick) to keep the aircraft turning and keep the nose above the horizon. Some rudder may be needed as well. If you bank the aircraft without using back pressure, your turn will quickly degenerate into a slow spiral dive. Landing is also more difficult.

Expert: This will test all of your flying abilities. Not only are turns modeled realistically, but the danger of going into a spin is present. The various quirks of certain aircraft are also included. For instance, the gyroscopic effect of the Sop with Camel's rotary engine will make a simple turn a difficult, tricky maneuver. And, if too much stress is put upon your aircraft's wings during a high speed dive, your wings may break!

Score Factor: Mission success, promotions, and your placement on the high score listing are all based upon your scoring, or point total, at the end of a mission. There are two main factors in determining your score after a mission; **your performance** and the **score factor.** Scoring for missing performance is based upon how well you achieved the goals of the mission, how valiant your moves were, and whether you survived the mission intact. Your overall score for the mission is derived by multiplying your **mission score** by the **score factor.** The **score factor** is displayed at the bottom of the REALISM panel under the OVERALL DIFFICULTY heading. It reflects the difficulty of the current REALISM settings. Increasing the number of realistic settings on the REALISM panel will increase your score factor.

IMPORTANT! Once you enter the simulation, a 30 second "grace" period begins. Any changes to the REALISM settings must be made before this period is up in order for the changes to be reflected in the score **factor.** Settings turned on after the first 30 seconds of simulation play will be displayed in lightened

text to reflect that they were changed after the "grace" period and have no bearing on the **score factor.**

WEATHER

From the Realism panel, you may turn Realistic Weather on and off. With it turned off, there will be no clouds in the sky and there will be a light wind blowing eastward. If you turn it on, the weather conditions will vary from mission to mission.

The wind will play an important part in your missions. Generally the wind gives German pilots an advantage as it usually blows toward the German side. This makes it difficult for Allied pilots to fly home when they are over German territory. The stronger the wind, the more advantage German pilots will have.

Clouds will add to the complexity of the combat tactics. Diving into a cloud is good way to lose a pursuer. On the other hand, clouds may be hiding enemy aircraft waiting to strike. Clouds may also obstruct the sun, thus taking away the ability to dive out of the sun on an enemy.

YOUR FLIGHT GROUP

The group of 1 to 4 aircraft that you fly with is called a flight. Your flight will travel together and protect each other.

Formations

When a flight goes on a mission, it will fly in formation. If you are the flight leader, the rest of your flight will fall into formation. The types of formations that you may fly include solo, line abreast, line astern, vee, box, echelon, and diamond.

If you are not the flight leader, fly with the rest of the formation. Do not stray form the rest of your flight.

Flight Leader Commands

Once airborne, WWI pilots would communicate with arm gestures. As a member of a formation, you will be given orders by your flight leader during the mission. These will be indicated as a text message that appears on your screen.

If you are the flight leader, you will have the opportunity to give orders to the members of your flight. However, keep in mind that once you enter combat your commands will go unnoticed- the rest of the flight will be busy keeping their eyes on the enemy. If there are three or more aircraft in your flight, some aircraft will make up the "minor wing." The flight leader may give orders to the minor wing separately from the rest of the flight. With three aircraft, the third aircraft in the formation makes up the minor wing. With four aircraft, the third and fourth aircraft make up the minor wing.

DROP BELOW

Key Command: **D**

Order the minor wing to drop about 500 feet below the rest of the flight. This tactic can be used to flush out enemy aircraft. Enemy aircraft will often attack the seemingly helpless aircraft of the minor wing, unaware of the aircraft above them. When they do so, the aircraft above may swoop down on the enemy. Be warned that this tactic leaves the minor Wing exposed. This order will be ignored if the flight is at low altitude.

JOIN

Key command: **J**

Order the minor wing to rejoin the rest of the flight. If the flight descends to a low altitude, then the minor wing will automatically rejoin the rest of the flight.

ATTACK!

Key Command: **A**

Order the entire flight to attack the enemy.

MINOR WING ATTACK!

Key Command: **M**

Order the aircraft in the minor wing to attack the enemy.

WARNING!

Key Command: **W**

Alert the rest of the flight that enemy aircraft have been spotted. If you issue this warning when there are no enemy aircraft around, then the rest of the flight will ignore your warnings for the rest of the mission. You may issue a Warning even when you are not the flight leader.

SIMULATION OVERVIEW

Red Baron has two play options: Fly Single Mission and Career. Single Mission offers you the choice often randomly generated mission types and allows you to custom tailor your squadron and the conditions of simulation play. Career allows you to enlist as an officer of either the German Air Service or the Royal Flying Corps. You will fly multiple missions, progressing through the war until you are either killed, grounded, or the war ends. In Career play, you are given much less control over the mission conditions. You must earn the right to command, transfer, and change plane types.

Missions in both Fly Single Mission and Career can be recorded and saved to disk. These saved missions, or tapes, can then be replayed with the Mission Recorder. You can record, save, playback, and alter any of your missions. Altered missions can then be saved to disk for later viewing or manipulation.

FLY SINGLE MISSION

The first of the two options of simulations play is Fly Single Mission. Single mission play allows you to tailor many elements of your mission: the type of mission you'll go on, on whose side you'll fly, the conditions you'll encounter, who you fly with (and against)

and the type of planes used. Fly Single Mission is the quickest way to get into the simulation. You simply select the type of mission you want to fly, set the conditions, and play! After your custom mission is completed, you'll receive an evaluation of your performance and a score based upon the REALISM settings, goals achieved, and number of kills.

Mission Types

When Fly Single Mission is chosen from the Main Menu, a new menu will pop up displaying the types of missions available.

Fly a Historic Mission

Relive the great aerial battles of the war.

Dogfight a Famous Ace.

Have you got what it takes to go head-to-head with the mighty Red Baron himself? Find out as you go up against the war's greatest pilots.

Dogfight a Squadron

Engage an enemy flight of fighters and try to clear them out of the sky. Just remember that they're trying to do the same to your flight.

Patrol the Front

Patrol the front and engage any recon or fighter airplanes you come across.

Escort a Bombing Raid

Your bombers are about to penetrate deep into enemy territory to bomb strategic targets like railroad yards, factories, and supply dumps. It's your mission to see that they succeed.

Stop a Bombing Raid

Intercept enemy bombers who are trying to bomb your side.

Hunt a Zeppelin

Locate one of these high flying dirigibles and send it down in flames. It's best to use incendiary ammo.

Escort Reconnaissance

Protect a recon plane on its mission to take aerial photographs. Enemy fighters will be gunning for both the recon plane and you.

Balloon Defense

Protect your observation balloons from the enemy!

Balloon Busting

Take out the eyes of the enemy. These large gas bags of hydrogen burn easily. It's best to use incendiary ammo.

FLY SINGLE MISSION CONDITIONS

Once a mission type has been chosen, you will be able to tailor the conditions of the mission. The number and type of conditions that you can change vary from mission to mission. Following is a breakdown of mission types and their available options.

Dogfight A Famous Ace

After selecting Dogfight A Famous Ace, you will be asked to select the ace you wish to dogfight. Pressing the Up and Down arrows will scroll through the selection window. As each ace is highlighted, a description will be displayed showing the ace's name, alliance, total credited victories in the war, and a description of their known tactics. Click the SELECT button to select the currently highlighted ace.

Once an ace has been selected, the Mission Setup screen will be displayed. The Mission Setup screen will display the name of the mission type and a text area in which you may set up your mission. In the text area, changeable options are displayed as a button in the text. Clicking on one will bring

up a menu with your possible options. Select the option you want. All the buttons except those on the pop-up menu will be inactive when a pop-up menu is displayed.

The following options are available under Dogfight A Famous Ace. Press the ACCEPT button when you've set the conditions to the desired settings.

Your Aircraft Type. You may select any aircraft from either side of the war.

The Ace's Aircraft Type. The selected ace will default to his preferred aircraft, including any historical markings and insignias. You may choose any type for the selected ace. If you want, you can put the Red Baron into a Sop with Camel and see how he handles it!

Where You Will Battle. You can choose from over the front, over German territory, and over Allied territory. It is an advantage to meet over your own territory as it's easier to land.

Altitude. It's an advantage to start higher than your opponent. This allows you to decide when combat begins. If you want more of a challenge, start at a lower altitude than your opponent.

Sun. You may choose the positioning of the sun at the start of combat. Your choices are at no one's back, at your back, at his back. The pilot who starts with the sun at his back has an advantage, being able to "hide" in the sun's glare.

Wind And Sky. You may set the weather conditions.

Wind: still, light, strong.

Sky: clear, partly cloudy, cloudy, overcast.

DOGFIGHT A SQUADRON

The Dogfight a Squadron mission is similar to Dogfight A Famous Ace, except you may also select:

The side that you will fight for. You may select German Air Service or Royal Flying corps.

The number of aircraft in your flight group.

The type of ammo used. You may select between Regular and Incendiary. In a Dogfight, it is assumed that Regular ammo will be used. This may be changed in the Flight Assignments screen.

The type of aircraft your flight group will use. You will be able to select only those aircraft available to your selected alliance.

The formation your flight group will fly in. Depending upon the number of aircraft in your flight group, you may choose between line abreast, line astern, echelon, vee wing, diamond, and box formation.

The number of aircraft in your opponent's flight group.

The type of aircraft your enemy's flight group will use. You will only be able to select aircraft available to the enemy's alliance.

The quality of your pilots. Select from Novice, Regular, or Veteran (see below).

The quality of the enemy pilots: Select from Novice, Regular, or Veteran (see below).

The leader of the enemy pilots. This may be any of the famous aces or an anonymous pilot of any quality.

Pilot Quality:

Novice: Just out of flight training. He is the poorest pilot, prone to be paralyzed in combat. He often takes impossible shots. A novice will never use a maneuver in combat. He is the guy with a one-in-ten chance of surviving his first dogfight.

Regular: Pilot with some combat experience. He doesn't make stupid mistakes in combat, but does nothing brilliant either. Will occasionally do some of the simpler maneuvers: Zoom climbs, Wing-overs, and Barrel Rolls.

Veteran: A good pilot that flies and fights intelligently. He is skilled at many maneuvers and will pose a serious challenge to even the best opponents.

FLY A HISTORIC MISSION

From Fly a Historic Mission, you can choose to fly a famous historical air battle. All conditions of this single mission are preset to match the actual historic event.

Once you select Fly Historic Mission, you will be asked to select the historic mission you wish to participate in. Pressing the Up and Down arrows will scroll through the selection window. As each Historical Mission is highlighted, text will be displayed describing the mission. The upper right corner of the screen displays a picture of the famous ace featured in the mission.

Below the selection window are buttons marked BRITISH and GERMAN. These allow you to decide which side you wish to fly for in the mission. If you choose the side that the featured ace flew on, you will take his place in the mission. Choosing the other side will pit you against the featured ace. The text description of the mission will change to reflect your mission, depending upon which side you choose to fly on.

Pressing BEGIN will start the mission.

ALL OTHER MISSION TYPES

This section describes the conditions available for all missions other than Dogfight a Famous Ace and Dogfight a Squadron.

The side that you will fight for: You may select German Air Service or Royal Flying Corps.

The number of aircraft in your flight group: You may select up to four aircraft.

The type of aircraft your flight group will use: You will only be able to select aircraft available to your selected alliance.

The type of ammo used: You may select between Regular and Incendiary.

The formation your flight group will fly in: Depending upon the number of aircraft in your flight group, you may choose between line abreast, line astern, echelon, vee wing, diamond, and box formation.

Time: You may select between daytime, dawn, dusk and night.

Wind And Sky: You may set the weather conditions.

Wind: still, light, strong.

Sky: clear, partly cloudy, cloudy, overcast.

Pressing ACCEPT will take you to the Mission Assignment screen.

THE MISSION ASSIGNMENT SCREEN

For all missions except Dogfight a Famous Ace, you will receive all data regarding your upcoming mission from the Mission Assignment Screen. From the Mission Assignment screen, you will receive the following information:

The Date. The date that the current mission takes place on.

Map Reference. There are 5 paper maps used for navigation in Red Baron. Each mission will require you to use a specific map. The name of the map needed for the current mission is listed below the date.

Situation. Supplies you with any information available on your current mission. This will include your orders and the specific goals that you are to achieve.

Mission Plan. The Mission Plan lists that recommended sequence to carry out your mission. This includes necessary may coordinates of your starting point, your flight path, and where to engage enemies.

If you are following a flight leader, he will follow the Mission Plan exactly as specified. However, if you are the flight leader, you may come up with your own mission plan.

Weather. Gives you a description of the weather conditions in the area where your mission will be carried out. This includes descriptions of wind conditions and visibility.

Time. Describes the time of day when the mission begins.

Buttons: FLIGHT ASSIGNMENTS goes to the FLIGHT ASSIGNMENTS screen. BEGIN MISSION will start your mission. CANCEL returns you to the Main menu.

To carry out your mission, you'll first refer to the Mission Assignment screen. In the example below, it indicates where the enemy fighter squadron has been spotted: sector E-6. Refer to the map of the Verdun Region to locate this position.

You are starting at Vousiers aerodrome. Look at the map of the Verdun Region. You will find Vousiers aerodrome in sector C-3. According to the flight plan, you will be flying 35 miles SE to reach your destination: sector E-6. Once there, you are to locate the enemy flight and dogfight it. After you've destroyed or chased off all the enemy fighters, you are to return to your aerodrome, Vousiers.

THE FLIGHT ASSIGNMENTS SCREEN

Available from within the Mission Assignment screen, the Flight Assignments screen gives you a complete breakdown of the settings for your flight group. You can change settings for Formation, Total Aircraft in Flight, Your Aircraft, and Ammunition. Along with a graphical representation of your currently selected formation, you will receive a listing of the position for all pilots in your flight. This will indicate the flight leader (this will always be you in Fly Single Mission) as well as the skill levels of all other pilots. The pilots that are assigned to fly with you, and their skill levels, are based upon the historical context and random generation of the mission you are flying. This will change with each mission you fly. You may also find that you are sometimes assigned an ace to fly as part of your flight group. This is dependent upon the mission type, the time that it occurs, and the known location of individual aces at the time.

Press BEGIN MISSION to enter the simulation.

Press REALISM PANEL to bring up the Realism panel.

Press MISSION ASSIGNMENT to return to the Mission Assignment screen.

NAVIGATION

Once you have your orders, you'll be required to navigate your way through the world. You will be required to find the enemy on many mission, and to find your way back to your ownaerodrome. To navigate, you will use one of the 5 maps supplied with Red Baron. Use the compass to fly on your desired heading. To locate yourself on the map, watch the natural landmarks below.

On the REALISM panel, you may turn Realistic Navigation off. When turned off, it displays the current sector you are in on the screen. This will make navigation much simple because you will always know where you are.

How to Fly to a desired location

One some missions, you will start in the air near the enemy. On these missions, you will not be required to navigate to find the enemy aircraft. They will be within visual range. On escort missions, you wll not need to navigate: you will only need to follow the aircraft you're escorting; If the aircraft you are escorting are shot down, however, you must find your way back to your home aerodrome.

On other missions, you will start out on the ground at your aerodrome and will be required to fly to a specified sector to find the enemy. On these missions, the Mission Assignment screen will tell you on what heading you mush fly to reach the sector. It will also tell you how far away your destination is. The standard direction abbreviations (as displayed on left) are used. The abbreviations N, NE, E, SE, S, SW, W, and NW correspond directly to the compass in your aircraft. Flying in these directions is easy. For example, to fly NE (northeast), line up your aircraft so that the compass reads NE.

The other abbreviations, NNE, ENE, ESE, SSE, SSW, WSW, WNW, and NNW do not appear on your compass. You may still fly in these directions. For example, if your mission plan instructs you to fly NNE (north-northeast), then line up your aircraft so that the compass reading is halfway between N and NE.

As you make your way to the sector, you should keep an eye on the map and watch natural landmarks below. These serve as checkpoints to let you know you're going in the right direction and are not off

course. For example, to fly from Toul aerodrome to sector D-5, you may follow the Mouse until you cross the front. Once across the front, you'll be in sector D-5.

Directional Abbreviations	
N	north
NNE	north-northeast
NE	northeast
SE	southeast
SSE	south-southeast
S	south
SSW	south-southwest
SW	southwest
ENE	east-northeast
E	east
ESE	east-southeast
WSW	west-southwest
W	west
WMW	west-northwest
NW	northwest
NNW	north-northwest

You need not always fly just by compass. Sometimes it's easier (as in the above example) to fly by following a river, road, or rail-line. For example; if you are flying in the Verdun region and your mission requires you to fly from Toul aerodrome to the city of Metz, then you will only need to follow the Moselle river North until you find Metz.

Flying form Toul to the City of Tellancourt is a little more difficult. You may fly North until you come to the front. You should find the city of St. Mihiel. Once there, you may follow the northern-running road until you reach Tellancourt.

If you get lost, the first thing you should do is try to determine your present location by looking at the ground below and matching up the landmarks against the map. Large, obvious bends in rivers, bends in the front, as well as landmarks like cities and aerodromes can be used to place your location on the map.

If you still can't determine your location, find the front (which is generally easy), and fly to your side of the lines. Land at the first friendly aerodrome you find. As a last resort, you may land in a field on your side of the lines.

ENDING THE MISSION

Quitting

You may quit at anytime during your mission as long as your aircraft is not fatally damaged and you

are not near an enemy. However, you will receive more points for landing at you aerodrome. When your mission is complete, a message will be displayed asking if you want to quit. You may quit now without penalty. However, **if you quit before the mission is complete, you'll leave any friendly aircraft and balloons at risk!**

Endings

If you crash, you may either walk away with no injuries, end up in a hospital, or be killed, depending upon the severity of the crash. You are hospitalized, you will remain there until you recover from your injuries. If you land or crash (and survive) in enemy territory, you may end up in an enemy prisoner-of-war camp.

Restart Mission

If, at the conclusion of a mission, you are dissatisfied with the result, you can choose to restart the mission. Restarting a mission removes the previous results and immediately places you at the beginning of the mission simulation.

Mission Review

Following every mission will be the Mission Review screen. On it you will see:

- A Text description with the results of your mission.
- Your mission score.
- How many aircraft from your flight were lost.
- How many victories (aircraft, balloons, Zeppelins) that you shot down personally, and how many your squadron shot down.

Scoring

Scoring in Red Baron is based upon a number of different factors:

- Successful completion of your mission.
- Points for shooting down enemy aircraft and balloons. Zeppelins are worth a lot of points.
- Lost points for aircraft in you flight being shot down.

-Bonus points for landing at your own aerodrome upon completion of your mission.
-Your score is multiplied by the score factor, specified in the Realism panel.
In any of the missions available under Fly single Mission, your score will determine your standing in the Best Missions listing. In Career mode, your score has a great impact upon your ability to advance in rank.

Board of Inquire

If you screw up and shoot down a friendly aircraft during you mission, you'll come before the Board of Inquiry.
Going before the Board of Inquiry during Fly Single Mission mode of play will be reflected in your score. In Career mode, the penalties are much more severe. While playing a Career, you will lose your wings and be permanentiy grounded on your third visit to the Board.

CAREER PLAY

The most challenging game play option is to fly an entire career as either a German pilot or a British pilot. You will enlist in either the Royal Flying Corps or the German Air Service as a fighter pilot. Your career will start in December, 1915, carry you through the Fokker Scourge when Eindeckers ruled the skies, and through to the end of the war on November 10, 1918.
As your career progresses, you'll see the advantage swing back and forth between the German and the Allied pilots as new aircraft are introduced. You will have a chance to fly during Bloody April of 1917 when the Albatros D. III swept the allies from the air, and, in the summer of 1917, to see the allies regain the advantage with the S.E 5a and the Sopwith Camel.

As a fighter pilot, you will fly many different missions, including attacks against balloons, Zeppelins, and reconnaissance aircraft. You'll also escort missions of bombers and recon planes anddogfight against enemy fighters. Your total victories will increase when you shoot down

enemy balloons, Zeppelins, and airplanes.

Of course, your greatest challenges will come when you face off against the famous aces like Mick Mannock, Rene Fonck, and Rittmeister Richthofen. These aces are extremely good, and they are trying to add you to their total victories.

As your victories mount, you will receive promotions in rank. As a British pilot, you will start out as a Second Lieutenant, and may be promoted to First Lieutenant and finally Captain, As a German flyer, you will start with the rank of Leutnant, and may be promoted to Oberleutnant, and finally Rittmeister. With greater rank comes more privileges.

As a First Lieutenant (Oberleutnant if playing the German side), you will become a flight leader.

When you start your career, you will not be the flight leader and will have to obey your flight leader's orders and follow him in formation. As a flight leader, your flight will follow you and your orders. However, your flight size will be small: only you and one other fighter.

When you are promoted to Captain, you will be given command of flights of up to four aircraft. You will also be given a personal aircraft of your own choice. which you may paint.

As your reputation as a flyer increases, you will have a chance to fly with better squadrons. If you are extremely successful, you'll receive invitations from the most elite squadrons of the war, including the "Storks," the R.F.C's No. 56 Squadron, the legendary " Black Flight," and the most elite squadron of the German Air Service, Jagdgeschwader 1 (J.G.1).

You will be awarded medals in recognition of your bravery and gallantry. As an Allied Pilot, the most prestigious award to try for is the Victoria Cross. As a German, you will try to attain the Order for Merit, or "Blue Max." Even more difficult to obtain is the Red Eagle Order. Only one German Pilot was awarded it: Rittmeister Manfred von Richthofen.

When you finish your career by surviving to the end of the war, your final standing will be displayed. You could end up as a respected ace, or as a crop duster. The ultimate challenge is to end the war

with more victories than the historic totals of the famous aces. if you do this, you'll be the war's Ace of Aces." The highest scoring Allied ace was the Frenchman Rene Fonck with 75 victories. The highest scoring German ace was none other than the Red Baron with 80 victories.

CAREER MENU

Start a Career

You will be asked to select your alliance and to enter the name of your pilot. the career roster will track 15 pilot careers at once. If it is full, you will be asked to delete another pilot from the roster or cancel. Once you've chosen your alliance and typed in your name, you'll be presented with a synopsis. You many change at what time during the war you will start. Options; early in the war, middle of the war, and late in the war. You may also change your alliance or your name. Press ACCEPT to begin your career. Good luck!

Continue a Career

Select which pilot you wish to continue with. Press View to see the selected pilot's Pilot Record.

Delete A Pilot

You can delete a pilot from your career roster, Scroll through the list of pilots to make your selection, then click DELETE. You will be asked to confirm your deletion or cancel it.

View Top Aces

Displays the top ten career performances to date, ordered by number of victories. Pressing View while a top ace is selected will display their Pilot Record.

Return To Main

Cancels the Career menu, returning to the Main Menu.

AERODROME MENU

All career play is based from the Aerodrome menu. Between missions, you will return to the Aerodrome menu. From this point you will make the decisions that will direct your career.

Fly Next Mission

Click *Fly Next mission* to be given your next mission. These activities are described in the FLY SINGLE MISSION section. if you end up in the hospital or in prison, time that could be used to score victories will be lost. You can lose up to six months if you are hospitalized or jailed.

Career mode has a few options that are not available in Fly Single Mission. the first is that you may receive medals for your performance. See the Medals and Awards section of this manual for a full description of the medals and awards available. Along with honors, you will also be held responsible for your errors. You may come before the Board of Inquiry after a mission if you've committed some error. The first time you come before the Board, you'll be given a mild reprimand. if you commit the same offense a second time, you'll be reprimanded strongly. And if you commit the same offense three times, the Board will strip you of your wings and you'll be grounded permanently!

Squadron Info

Click SQUADRON INFO to see your current station, the date, and famous aces flying with the squadron.

Map of the Front

This option shows the Western Front and the location of the primary aerodromes. You may highlight each aerodrome by pressing the left or right arrows located on the center, right-hand side of the screen. Highlighting an aerodrome will display its name and list any squadrons or aces stationed there at the current time.

Request Transfer

You may transfer to squadrons stationed at other aerodromes. This will give you an opportunity to fly with other aces in different regions of the Front. You'll also face off against different enemy aces on your missions depending on which region you're in. As you progress in rank, you'll have the opportunity to transfer to better squadrons. If you're doing very well on the British side, you may have the chance to fly with No. 56 Squadron of the R.F.C. and fly with some of the great British aces, including Mick Mannock and James McCudden. As a German pilot, you may attain enough clout to fly with J.G.1, home to many of Germany's greatest aces, including Ernest Udet and Manfred von Richthofen.

When you transfer, the map of the Western Front will be displayed, and it will show you where your new squadron is stationed. Once transferred, you'll have to remain at your new aerodrome for at least four months before transferring again. the R.F.C. and the German Air Service won't let their pilots transfer willy-nilly all over the front.

Personal Aircraft

After reaching the rank of Caption or Rittmeister, you will be given the use of a personal aircraft. On the personal Aircraft screen you may view your plane, request a new aircraft and paint your plane. The arrow keys on the bottom left of the screen allow you to change the view of your aircraft. You can zoom the camera in/out and rotate it left/right.

Click PAINT AIRCRAFT to bring up the painting menu. You may paint two sections of your aircraft; Wings and Fuselage. Select which part of your plane you wish to paint and then the color you wish to paint it.

Click REQUEST NEW AIRCRAFT to bring up the Select Aircraft screen. Your choices of aircraft will be dependent upon the side you are flying on and the progression of the war. As time progresses and airplane design improves, you will be allowed to choose more sophisticated aircraft. NOTE: you must use your current aircraft for at least three months before requesting another aircraft!

Click CONTINUE to go back to the Aerodrome menu.

View Pilot Record

Click this option to see the current record for your pilot. It will display the name and rank of the pilot, what squadron he is assigned to, which aerodrome he s stationed at, and which aircraft he's flying. In addition, it will display his total victories against other aircraft, balloons, Zeppelins, and his total victories (the sum of the aircraft, Balloon, and Zep victories). Also displayed is the career score, which is the accumulation of all mission scores, and all medals that have been received.

Backup Career

If you have a pilot who is doing very well, you may want to backup his status just in case he's shot down. After pressing Backup Career, enter the name under which you wish to backup the career. If the career roster is full, you will be prompted to delete another pilot or to cancel. This backup career may be restored from the CONTINUE A CAREER option in the Career Menu.

Note: A pilot's most current career progress is automatically saved upon exiting the Aerodrome menu. Backup Career is used to save a separate version of the current career for later restoring. This is useful for undoing a mistake you've made in a mission, If you die or perform an act that damages your career, you will have the option of restoring the backup career and replaying the mission until you are satisfied with the outcome.

Return to Main

Click RETURN TO MAIN to save your current pilot status and return to the Main Menu. You may later restore this career by Pressing CONTINUE A CAREER from the Career Menu and Selecting the Pilot on the Career Roster.

CAREER SEQUENCES

There are numerous sequences that can occur between missions while playing in Career Mode. You may be promoted, alerted to new aircraft, moved to new aerodromes, transferred to

another squadron, or challenged by a famous ace.

Rank promotions

As you score increases. you will be promoted in rank. You'll start out as a Second Lieutenant (Leutnant if you're German), and may work your way up to Captain (Rittmeister).

British Rank	Equivalent German Bank
Second Lieutenant	Leutnant
First Lieutenant	Oberleutnant
Captain	Rittmeister or Hauptmann

With the rank of First Lieutenant (Oberleutnant), you will be a flight leader and may lead the missions you go on. With the rank of Captain, you will be given the use of your own personal aircraft.

New aircraft introductions

As new aircraft are introduced, you will be notified. If you have a rank of Captain (Rittmeister), you will be given a chance to exchange your present aircraft for the new aircraft.

Moving to new aerodromes

From time to time, your squadron may be ordered to move to a different part of the Front. You will be informed of your new station and aerodrome.

Squadron transfers

In addition to being able to transfer from the Aerodrome menu, you may receive special invitations to transfer. Some of the invitations will be for a temporary transfer and some will be for an indefinite period. Manfred von Richthofen's career started when he caught the eye of Oswald Boelcke, who requested he transfer to Boelcke's elite Jasta 4. if you are transferred for a temporary tour of duty, you'll be transferred to your official squadron when the tour is up.

Challenges by Famous Aces

Occasionally, famous aces would issue challenges to enemy aces. If you're doing exceptionally well,you may receive a challenge by a famous ace to meet at a certain place, at a specified time and altitude to dogfight. You may choose to ignore or answer these challenges.

End of Career

Your career will end with either your pilot being killed in action or surviving to the end of the war (Nov. 10, 1918). If your pilot survives to the end of the war, his final standing in history will be displayed.

MISSION RECORDER

Perhaps one of the most exciting element of Red Baron is the Mission Recorder feature. With the Mission Recorder, you can record an entire mission, save it to disk and then replay the saved mission. However, the ability to save and replay a mission isn't what makes this feature so unique. Mission Recorder will also allow you to change the saved mission. You can alter the views, watch the action from nearly any angle (including from behind other planes), and enter the simulation again from any point in playback. The changes you make can then be saved, played back, and modified even further. You essentially become actor, producer, and director of your own WWI aerial dog-fights. To help spread the news of your talent, you can copy the recorded missions to floppy disk or transfer them by modem to your friends who have Red Baron. They can then load the files and admire your handwork first hand.

Lights, Camera, Action!

The first step in using the Mission Recorder feature is to tell the game to record your missions as you play them. Each time you enter the simulation, Red Baron will ask you if you wish to record the mission. Saying "Yes" will automatically start the Mission Recorder feature. It operates silently and patiently in the background while you storm the skies. When your mission is over, you will be asked to name and save the recorded mission.

Enter a file name of up to eight characters and click SAVE to save the mission in a sub-directory called

Tapes. While original *Red Baron* tapes have a. VCR extension, new tapes have a. TAP extension.
- Click CANCEL to abort the save, erase the recorded mission, and exit the simulation.

Important! The mission name that you choose can be no longer than 8 characters long.

If you type a name longer than 8 characters, the computer will cut off the additional characters, saving only the first 8.

Into the Editing Room

Once you have recorded and saved a mission, select Mission Recorder from the Main Menu. This will activate the playback mode of *Red Baron*. You will be shown a menu of all saved missions. Select the mission tape you wish to playback and press LOAD. The tape will load and the Mission Recorder control panel with be displayed.

Mission Playback Window

The Mission Playback Window is where playback of your loaded missions is displayed. It will playback the loaded mission exactly as you originally played it. The playback window has two modes of display, Edit and Full Screen.

Edit displays the Mission Playback Window with the Mission Recorder controls covering the bottom half of the screen. Use this mode to view and edit.

Full Screen displays the Mission Playback Window without the Mission Recorder Controls. You will see a full screen image of your mission as it plays. Use this mode for viewing only.

To switch between Edit and Full Screen modes, press the ESC key.

Playback Controls

The Playback Controls operate like your everyday VCR controls. You can Fast-forward, Rewind, Stop, and Play. It should be noted that while you can Fast-forward incrementally, Rewind will only rewind the tape to the beginning. You cannot partially rewind a tape. It's all or nothing.

Location Counter

Operating just like a VCR counter, the Location Counter keeps a running mark of your playback position.

Location Slider

The location Slider operates in two ways. It will act as a visual marker to display movement through the playing tape. It will also act as a visual Fast-forward slider, allowing you to pick the location you wish to Fast-forward to.

To use the Location Slider to Fast-forward, move the slider bar to the desired distance into the tape. When you release the slider bar, the Mission Recorder will display an on-screen countdown as it Fast-forwards to the specified point. NOTE: the slider cannot be moved backward. You must us the Rewind command.

Active Camera Controls

The Active Camera Contorts Allow you to change the location of the playback camera.

Under the **Yours** section, you can move the camera between your cockpit and your plane's external view. Under the **Others** section, you can move the camera between other plane's external views and an independent world camera.

The Options of SWITCH and INDEPENDENT become active when you have switched your camera viewpoint to EXTERNAL. Continually pressing SWITCH will cycle you through all the external views of all enemy airplanes in the recorded mission. Pressing INDEPENDENT will place the camera free from all aircraft movement to be completely controlled by the Movement Controls.

Camera Movement Controls

Once the Active Camera has been chosen, the viewpoint can be fine-tuned by using the Camera Movement Controls. The two arrow pads operate slightly differently depending upon where your Active Camera is positioned.

Active Camera Inside Your Cockpit

COCKPIT allows you to look out the forward, left, right, and back cockpit views.
EXTERNAL allows you to switch to forward, left, right, and back outside views of your plane.

Active Camera Outside Your Cockpit

MOVE allows you to zoom the camera in/out. In INDEPENDENT mode, it also shifts the camera left and right. ROTATE allows you to rotate the camera over, under and around.

Tapes

Pressing the Tapes button will bring up the Tapes control panel.
MODE: Switches between Director and View-Only modes (see below).
LOAD NEW TAPE: Brings up the tape menu for loading tapes.
SAVE CURRENT TAPE: Brings up the tape menu for saving tapes.
DELETE TAPE (S): Brings up the tape menu, allowing you to delete recorded missions. Selecting a mission and pressing DELETE will delete the mission from the TAPES subdirectory.
DONE: Closes the Tapes control panel.

Mode

The Mission Recorder has two modes of operation, Director and View-Only. Director mode enables the "save changes" option of playback. While in Director mode, all Changes made during playback will be stored in memory. Upon Rewinding, Loading a new tape or Quitting, the Mission Recorder will display a prompt asking if you wish to save the changes made to the original tape. View-Only mode disables the "save changes" option. Changes made during playback will not be saved.

Enter Simulation

Clicking the ENTER SIMULATION button at any point during playback will place you back into the simulation. You can replay the mission, making whatever changes you desire. When the mission is over, you will be presented with the options of seeing a Mission Review based upon the changes made

or returning to the Mission Recorder. IMPORTANT: Changes made after entering the simulation will not be saved if you are operating in View-Only mode!

Exit

Quits the Mission Recorder, returning you to the Main menu. if you are operating in Director mode and have made changes that haven't been saved, you will be asked to Save or Discard your modifications.

MISSION BUILDER

The Red Baron Mission Builder was originally released as an expansion dish to Red Baron. On the Red Baron CD, it is already part of the game. Mission Builder provides new planes, new aces, and new features that weren't in the original Red Baron, and includes the Mission Builder that lets you create your own custom missions, With the Mission Builder, the choices are yours: planes, locations, starting positions, objectives...you make the calls. You can create difficult missions that test your weaknesses and train you to be a better pilot. Or you can play on your strengths, flying variations of your favorite missions again and again.

Starting Mission Builder

Red Baron mission Builder is already included when you install Red Baron CD. Its main options are Build A Custom Mission and Fly a Custom Mission on the Fly Single Mission Menu.

1. From the Main Menu. Select **Fly Single Mission**
2. Select **Build A Custom Mission.**

Cursor Control

Actions are executed with button 1 and 2 on the mouse and joystick. When using the keypad, Insert corresponds. to button 1 and Delete corresponds to button 2. using a mouse is the recommended method of cursor control.

Exiting to DOS

pressing **Control-ESC** or **ALT-Q** will quit to DOS at any time.

Handling Custom Mission Files

At the top of the Main Mission Builder screen is a button labeled File...Click this button to choose a file option.

New

The New option lets you start building a custom mission from scratch.

Load

Allows you to select a previously saved customized mission for modification or review. Scroll through the list of missions to select one.

Save

When you first save a customized mission, you are asked to name it. If you try to save a mission with the name of an existing customized mission, you are asked to confirm, the overwrite. You can save a modified custom mission as a new, separate file by typing a new name.

Fly

Fly the mission you have built.

Delete

Scroll through the list of saved missions to choose the mission to be deleted.

Exit

Exits the Mission Builder.

Mission Conditions

Mission Button

Located on the main Mission Builder screen, this button allows you to choose conditions that will

apply to the entire mission. The following section deals with the menu that appears when you press the Mission button.

Mission Type: The type of mission depends on the target and orders given to the player's scout group (chart on this page). See the section describing the Group Assignment screen for more information on orders and targeting.

Map: Select a map from those used in Red Baron. Each map is 80 miles on each side with one mile equaling roughly 2.25 pixels.

Clouds: You can specify both cloud altitude and the amount of cloud cover from Clear to overcast. Changes are not shown when you are using the Mission Builder menu. They will only appear in the simulation.

Time of Day: To control the amount of light in the simulation, specify the time of day you wish to fly. Changes are not shown when you are using the Mission Builder menu. They will appear only in the simulation.

Briefing Text: Enter text that describes the mission you are building. This text will appear when a player selects a mission created with the Mission builder.

Display

The Display menu contain tow buttons: **Grid** and **show All Paths.**

Grid Button: Press this button to superimpose the map grid onto your Mission Builder map. Use this grid to determine mission briefing instructions, such as target coordinates, to include in your briefing text. Press the grid button again to hide the grid. Note that the map does not scroll, it is fixed in place.

Show All Paths: Press this button to see all paths simultaneously. Pressing this button a second time returns the display to showing one path at a time (the path of the currently selected group). The selected group's path is brighter than any other paths shown.

Aircraft Groups

You've set the stage by adjusting the mission settings. Now you need the actors: the planes, balloons, and Zeppelins that will drive the action.

New Group button

To create a new group of aircraft, press the New Group button. You will be asked to specify the group's alliance-German or Allied-and an aircraft type-scout, reconnaissance, bomber, balloon or Zeppelin. (Note: Balloon groups are automatically defended by anti-aircraft guns.) When a new group is created, a corresponding symbol appears centered on the mission map. Allied and German groups are differentiated by letter labels (A, B. C. etc.) and color.

Selecting A Group

Select a group by moving your cursor over the group's icon. The corners of a box appear around the group. Press button 1 (joystick or mouse) to select the group. The selected group's letter designation will appear in the Designation Window near the top of the Mission Builder screen. When a group is selected, its path points appear in the Object Path Display box located to the left of your Mission map. (See Navigation)

Deleting a Group

Delete a group by moving the cursor onto the group's map icon and pressing button 2. You ill be asked to confirm the deletion. You cannot delete the group containing the player's plane.

All Groups

Lists all groups you have created for both sides, showing opposing forces side by side for comparison. From this list any group can be selected.

Navigation

Creating a Group Path

Set the path a group will follow by marking a series of navigation points. When a group of planes or a Zeppelin is created, they have a starting point (denoted by an aircraft icon) and end point (denoted by a cross). Additional points are added to a currently selected group of planes by pressing button 1. A group of airplanes can have at most eight path points. Zeppelin are only allowed a start and finish path point. Since balloons remain fixed in place, they are allowed only one path point.

Moving Path points

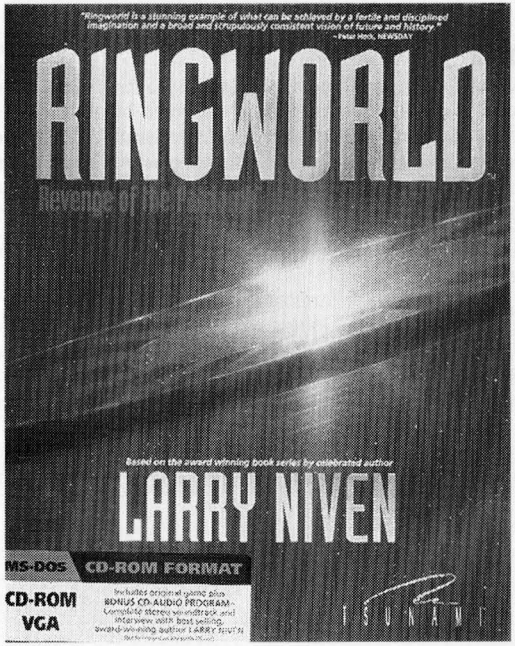
Once a path point has been created for a group, place the cursor on it and hold down button 1 to drag it to a new location.

Deleting navigation Points

Place the cursor on the path point and press button 2.

Object Path Display

As path points are created for the currently selected group, corresponding entries appear on the **Object Path Display**. Pressing a Navigation Point button (such as Point 1) will highlight that point on the map. Pressing the altitude button for a navigation point will allow you to type a new altitude for that point. Pressing **Change All** will set all navigation points to the new altitude.



RINGWORLD

24 HOUR HINT LINE

900.903. WAVE (9283)

As you play *Ringworld: Revenge of the Patriarch*, you may encounter puzzles that you consider insurmountable. Don't despair. Hints on all Tsunami games are available 24 hours a day by calling 900.903.WAVE (9283). Calls to this number are NOT free. You will be charged $.80 per minute for each call. Callers under 18 years of age must have the permission of a parent or guardian to call this number. Game hints are the sole responsibility of Tsunami Media, Inc. and all contents are copyrighted by Tsunami Media, Inc. All rights reserved.

Minimum System Needed

IBM or 100% compatible
386SX 16 Mhz or faster processor
MS-DOS Version 5.0 or greater
640Kb memory with 590,000 bytes available
VGA adapter (*MCGA not supported*)
Hard disk with 10Mb available
Microsoft compatible mouse
3.5" high density disk drive

INSTALLING THE GAME

THE FOLLOWING PROCEDURE ASSUMES THAT YOUR computer is turned on and that you are entering commands at the DOS prompt. If you are running MS-Windows or any version of a DOS shell program, you must exit or quit out of them and enter the install commands for Ringworld from the DOS prompt.

1) Remove your game disks from the box and insert the game disk labeled DISK 1 into a 3.5" floppy disk drive.
2) Type the letter of the drive (*into which you inserted DISK 1*) followed by a colon and press [ENTER]. For example, if you inserted your disk into Drive A, you would type A: [ENTER].
3) Type INSTALL and press [ENTER].
4) The Tsunami logo screen will appear followed by a prompt asking if you are ready to install Ringworld. Click on OK or press [ENTER] to begin the installation procedure. Click on QUIT to exit the computer without installing the game.
5) An on-screen prompt will appear to confirm your sound card type. Click on OK or press [ENTER] if the indicated selection is correct. To change the selection, Click on CHANGE SELECTIONS to bring up the Sound Options menu. Now click on the *incorrect* selection to see the other available choices. Click on your new selection. Click on OK when you are satisfied.
6) During the installation process, you will be prompted for a game directory name; Clicking on OK or pressing [ENTER] to choose the default, RING, is recommended.
   Advanced users may wish to substitute a different GAME DIRECTORY name at the prompt. Click on QUIT to exit without installing the game.
7) Follow the on-screen prompts and insert game disks as entire procedure will take about 10 minutes to complete.
8) After completing the installation process, return your Ringworld game disks to the box to keep them safe from harm.

STARTING THE GARME

THE INSTALL PROGRAM HAS PLACED ALL GAME FILES into the GAME DIRECTORY on your hard disk. The GAME DIRECTORY is named RING unless you specified a different name during the INSTALL procedure. Before you can begin play you must make RING (*or the directory you specified, if different*) the *current directory* by typing CD \GAME DIRECTORY [ENTER]. For example, if you selected the default directory, RING (*which is recommended*), you would type CD \RING [ENTER]. Next, type RING [ENTER]. The title screen will appear and the game will begin.

THE STORY

IT HAS BEEN AN ERA OF PEACEFUL COOPERATION between Humans and Kzinti. The Man-Kzin wars are little more than a rapidly fading memory to most humans and even a few Kzinti.

Twenty years have elapsed since the Human, Louis Wu, and the Kzin, Speaker-to-Animals, returned from the Ringworld. Their journey is still a great secret to all but the most highly placed in the UN and Kzinti Patriarchy. The technology that the Puppeteers revealed to Wu and Speaker has resulted in a major collaboration between Earth and Kzin to produce the fastest ship known to either of their species, The Hyperdrive II.

Technology, however, is not all that Speaker and Wu brought back from their trip to the Ringworld. They also possessed knowledge that the Puppeteers had involved both humans and Kzinti in a breeding experiment of unheard of proportion. Humans were bred for luck, and Kzin were culled for passivity.

The UN reaction has been a heightening of internal scrutiny of affairs within their domain. After all, a lucky humanity was quite possibly a good thing.

The Kzin response has been a bit more negative, as the Puppeteer's covert actions have resulted in the deaths of generations of hot-tempered warriors during the Man-Kzin wars. The Patriarch was outraged, his desire for revenge nearly overwhelming.

But the Puppeteers have failed badly in their attempt to pacify the Kzinti. Far from breeding a more passive Kzin, they have produced a species even more cunning and dangerous. Instead of immediately lashing out as a Kzin from the era prior to the Man-Kzin wars would surely have done, the Patriarch plans the revenge of the Kzinti with great care and secrecy.

PLAYING RINGWORLD

The empire of Kzin has worked with the UN on the Hyperdrive II project with the ulterior

motive of building a second, nearly identical, ship. The differences are solely in armament. The Kzinti vessel, among its weapons, mounts a massive Slaver Disrupter Cannon capable of disintegrating an entire planet. The UN ship is completely unarmed.

USING THE MOUSE

SELECTING AN ACTION

IN AN INTERACTIVE STORY GAME, YOU CONTROL THE actions of one of the major characters in the story. In Ringworld: Revenge of the Patriarch, you play a human mercenary named Quinn. As you play, you will control Quinn's decisions and actions. Various obstacles are placed in Quinn's path and you must determine the best course of action to surmount them. Your judgment and wits are directly responsible for moving the story along.

WALKING

ALL INTERACTIONS WITH CHARACTERS AND SITUATIONS in Ringworld use mouse clicks from the LEFT mouse button on various portions of the scene. Whether you want to walk someplace or give something to someone, you will communicate your wishes by clicking with the mouse. The result of your click depends on the current ACTION that you have selected. Each ACTION is selected from the ACTION MENU and will be indicated by a distinctive style of mouse pointer.

LOOKING & TOUCHING

TO SELECT AN **ACTION** FROM THE **ACTION MENU**, CLICK the RIGHT button on your mouse. A menu of ACTIONS that looks like the figure shown below will appear. Each of the six smaller diamonds indicate an ACTION that you may select. Select an ACTION by clicking on it with either the right *or* the left mouse button. Two of the ACTIONS, namely the TSUNAMI ACTION and the INVENTORY ACTION, will produce sub-menus when selected. These sub-menus are explained in detail on the next page. The remaining four ACTION diamonds, WALK, LOOK, TOUCH, and TALK, will set the mouse pointer and return to the game. The ACTION MENU will *not* appear at times when the game is busy doing some complicated animation. The mouse pointer will be *invisible* at these times.

TALKING

YOU WILL UNDOUBTEDLY SPEND A GOOD DEAL OF time walking around in this game. To walk, you must have selected the WALK ACTION. This selection will result in a **cross** mouse pointer. Just click the WALK POINTER where you would like your character to go.

NVENTORY

SELECT THE **LOOK ACTION** AND THE MOUSE POINTER becomes an **eye**. Clicking on certain items in the scene will produce a detailed description of the selected item. You should examine all new scenes closely, as many important clues may be revealed in these messages.

THE TOUCH ACTION, REPRESENTED BY A HAND, IS USED to physically manipulate objects in the game. Items may be picked up, buttons may be pressed, and so on, by clicking the TOUCH POINTER on the desired object.

SELECT THE **TALK ACTION** AND THE MOUSE POINTER becomes a **word balloon**. Click the TALK POINTER on someone to start a conversation. Some characters may have several things to say. Not everyone will be sociable, however. Many characters are just concerned with their job and won't talk to you.

AS YOU PLAY THE GAME YOU WILL ACCUMULATE ITEMS from the world around you. These items are referred to as *inventory* and are accessed from the INVENTORY ACTION in the ACTION MENU. When you select inventory, a box appears on-screen. This box contains all the items that you are currently carrying. Your mouse pointer becomes an image of the *most recent* item you have selected from INVENTORY.

TSUNAMI

LOOKING AT INVENTORY

You can look at any item in the INVENTORY box by clicking on the LOOK button. The mouse pointer becomes an **eye**. Now when you click on an item in the box, you receive a short description of that item. Click on the PICK (*formerly* LOOK) button to make a selection *or* click on OK to resume playing.

USING INVENTORY

Click on any item in the INVENTORY box and the mouse pointer becomes an image of that item. Click this image on the OK button (*or anywhere outside the INVENTORY box*) and the game will resume. Now you can use your inventory item by clicking the image on the desired location within the scene.

For example, if you wanted to use your stunner, you would first select the INVENTORY ACTION from the ACTION MENU. Move the mouse pointer to the small picture of your stunner and click the mouse. The pointer now changes to a small image of a stunner. Click on OK. Now place the stunner image pointer on top of the intended target and click the left mouse button. The target, if appropriate, will be stunned.

SELECTING THE **TSUNAMI ACTION** BRINGS UP A LIST OF utility functions, each selected by a BUTTON labeled with that function's name. Each function has a ***key equivalent*** which is active at all times. Key equivalents are explained under the heading **HOT KEYS** later in this manual.

HOT KEYS

THIS FUNCTION ALLOWS YOU TO CHANGE SOUND cards and set the volume at which music will be played. Set the volume to the MIN setting to turn sound off. This volume setting, as well as any cards that you select, will be in effect each time you begin play.

You should never select a music or sample card that is not installed on your computer. If you do, results will be unpredictable. If you have made an incorrect selection, you must return to the TSUNAMI ACTION and re-select the appropriate music or sample card from the sound options.

THIS FUNCTION RETURNS YOU TO THE DOS PROMPT. You should SAVE your game before selecting QUIT, or all progress you may have achieved will be lost when you next play.

THIS FUNCTION TAKES YOU TO THE VERY BEGINNING of game play. You will not normally need to use this function unless you have *not* SAVED any games at a point where you fail and are forced to restart.

THIS FUNCTION ALLOWS YOU TO **SAVE** UP TO EIGHT games-in-progress. Each game may

be named uniquely and restored independently. Click the mouse on the empty button and type in a description. Click on SAVE or [ENTER] to SAVE your current game.

PROMBLEMS

If all eight buttons are filled, you will have to re-use one of the buttons. Click on the game description that you are going to re-use and edit the name to your satisfaction. Click on SAVE or [ENTER] to save your game. All data from the original save is lost as it is replaced by the new SAVE.

THIS FUNCTION BRINGS UP THE LIST OF **SAVED** GAMES. Select a game to RESTORE by clicking the mouse on the desired GAME DESCRIPTION BUTTON. Your current game, if one is in progress, will be lost *(unless you have SAVED it)* and you will resume playing the RESTORED game. Click on CANCEL to resume play without restoring a game.

Certain functions in the game allow or ***require*** you to use the keyboard. In most cases you can perform the function with the mouse, but, for convenience, keyboard equivalents are provided. These keys are always active (*that is, they will perform the function even when the game is not allowing the ACTION MENU to appear*).

- **F1** Displays the Trademark and Version Number of the game. It also displays a brief list of the function keys and their uses.
- **F2** Sound.
- **F3** Quit.
- **F4** Restart.
- **F5** Save a game.
- **F6** Restore a game.
- **F7** Pause the game. Click on OK to resume play.

The following are answers to some questions we hope you never have reason to ask. There may be a file on *Disk 1* called READ.ME which will contain any updated information made available after this manual was printed. If the answer to your problem is not here or in the READ.ME file, see **Additional Help** on page 12.

Q: ***The program won't load correctly.***

A: If the install program isn't working, there are a few things to check before calling TSUNAMI for assistance. First, make certain that your system meets or exceeds the minimum requirements listed for *Ringworld: Revenge of the Patriarch*.

Next, check to be certain your system is plugged in and all connections are correctly installed.

Finally, review the installation instructions in this manual to be certain you have followed them correctly.

Q: ***The colors on my monitor don't look right.***

A: Check all monitor cables to be certain they are securely attached. Check any color, tint, contrast and brightness controls for proper adjustment.

Q: ***How do I get 590,000 bytes of memory available?***

A: Be certain your system is running MS-DOS Version 5.0 or better and physically contains at least the 640Kb memory required. You can check your DOS version number by typing **ver** [ENTER] at a DOS prompt. Running **chkdsk** [ENTER] at a DOS prompt will tell you how much total memory is installed in your system as well as how much is available for use.

ADDITIONAL HELP

The last two lines given by **chkdsk** are the ones you want to look at. The **total bytes memory** line tells you the amount of RAM (*Random Access Memory*) physically installed in your system. This number must be 640,000 bytes or greater. If it is less than 640,000 bytes, you must install additional memory in your computer. Check the documentation which came with your machine to determine the proper memory type and installation procedure.

The **bytes free** line indicates the amount of RAM available for use. This number must be 590,000 bytes or greater. If it is less than 590,000 bytes, you can install HIMEM, which is included as a part of your MS-DOS Version 5.0 software. See **Chapter 12, *Optimizing Your System:*** *Making More Memory Available* in your DOS manual for the proper installation procedures.

Q: ***Even after installing HIMEM, I don't have 590,000 bytes free.***

A: Since *Ringworld: Revenge of the Patriarch* requires 590,000 bytes of free RAM, you must free up some of your memory by removing some of the programs (*called Terminate and Stay Resident programs – TSRs for short)* which are loaded by DOS each time you start your machine. See **Chapter 12, *Optimizing Your System:*** *Making More Memory Available – Freeing Conventional Memory* in your DOS manual for the proper procedures for removing these programs.

You may also want to try starting your computer by loading DOS from an original DOS system disk or a *Special Ringworld Start-Up Disk*. This method of starting your computer ensures that no additional programs are loaded into your RAM. See the **CREATING A SPECIAL RINGWORLD START-UP DISK** section on the next page for specific instructions on preparing a *Special Ringworld Start-Up Disk*.

Q: ***I have MS-Windows and a Pro Audio Spectrum 16. Sometimes when I play*** **Ringworld: Revenge of the Patriarch,** ***the volume level is too soft even when set at maximum.***

A: If you are using your Pro Audio Spectrum 16 during a MS-Windows session and you go directly into *Ringworld: Revenge of the Patriarch* you may experience some problems. After exiting MS-Windows simply reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. After returning to tne DOS prompt, start *Ringworld: Revenge of the Patriarch* as you normally would.

If you have a problem regarding *Ringworld: Revenge of the Patriarch* which you cannot solve, our TSUNAMI TECHNICAL SUPPORT DEPARTMENT is available by calling **209.683.WAVE** during regular business hours (*8:00-5:00 PST*). Please have at hand as much of the following information about your computer set-up as possible:

- Brand and model of your computer.
- DOS version (type **ver** [ENTER] at the DOS prompt).
- Brand of any memory managers installed.
- Free memory available (type **chkdsk** [ENTER] at the DOS prompt and record values).

➢ Contents of your AUTOEXEC.BAT and CONFIG.SYS files.

...and, if applicable...

➢ Brand of your sound card.
➢ Brand and model of your video card.
➢ Mouse brand and version number of your mouse driver software *(this information is displayed as it is installed during computer start-up).*

PLEASE NOTE: The Number on the previous page is for **Technical Support only.** NO GAME HINTS WILL BE PROVIDED THROUGH OUR TECHNICAL SUPPORT LINES.

FOR GAME HINTS, dial our 24 HOUR HINT LINE

900.903. WAVE (9283)

CREATING A SPECIAL RINGWORLD START-UP DISH

To create a *Special Ringworld Start-Up Disk*, insert a blank 3.5" or 5.25" floppy disk (*depending on the size of your drive*) into your A Drive. At the DOS prompt, enter the following commands:

C: [ENTER]
FORMAT A: /S [ENTER]

You will be prompted to *"Insert new diskette for drive A: and press ENTER when ready..."* Simply verify that the disk in drive A is your *Special Ringworld Start-Up Disk* and press [ENTER].

After formatting is complete, you will see the prompt *"Volume label (11 characters, ENTER for none)?"*
Again, simply press [ENTER].

The next prompt you see will be *"Format another (Y/N)?"* Press [N][ENTER].

Next, you will need to copy your mouse driver onto the disk. To do so, change to the directory

where your MOUSE.COM file is located (*usually the MOUSE directory*) by typing the following command at the DOS prompt:

C: [ENTER]
CD \MOUSE [ENTER]

If your mouse driver is located in a directory named something other than MOUSE, you should substitute the name of *your* directory in the command line above. After changing to the directory which contains your mouse driver, type the following command:

COPY MOUSE.COM A:MOUSE.COM [ENTER]

If your mouse driver is named something other than MOUSE.COM (*MSCMOUSE.COM for example*), you should substitute the name of *your* driver in the command line above.

You will also need to copy one of your DOS files onto the disk. To do so, change to the directory where your DOS files are located (*usually the DOS directory*) by typing the following command at the DOS prompt:

CD \DOS [ENTER]

If your DOS files are located in a directory named something other than DOS, you should substitute the name of *your* directory in the command line above. After changing to the directory which contains your DOS files, type the following command:

COPY HIMEM.SYS A: [ENTER]

Finally, at the DOS prompt, switch to your RING directory by entering the following commands:

CD \RING [ENTER]
(NOTE: If you specified a different GAME DIRECTORY name during install, substitute that name for RING in the command above.)

After switching to your game directory, enter the following command:

COPY AUTOEXEC.RW A:AUTOEXEC.BAT [ENTER]
COPY CONFIG.RW A:CONFIG.SYS [ENTER]

This will complete the preparation of your *Special Ringworld Start-Up Disk*.

USING YOUR SPECIAL RINGWORLD START-UP DISK

After creating your *Special Ringworld Start-Up Disk*, insert the disk into your A Drive and reboot your computer by simultaneously pressing [CTRL]-[ALT]-[DELETE]. After returning to the DOS prompt, enter the following commands:

C: [ENTER]
CD \RING [ENTER]
(NOTE: If you specified a different GAME DIRECTORY name during install, substitute that name for RING in the command above.)
RING [ENTER]

Sierra titles and order information

King's Quest VII
Lode Runner
Metal Tech: Earth Siege
Aces of the Deep
Berltiz: Spanish
The Incrediable Machine 2

The above is available in various platforms

Order Direct:

Call **1-800-757-7707** to order
mention offer #PROEM1, or
Compurserve: GO SI, or
Sierra BBS: 1-206-644-0112

SOFTBIT SPECIAL OFFER
CALL 714-251-8600
25% DISCOUNT

POWER TOOLS (UTILITY PROGRAMS) -REG. $25.95
SOUNDSATIONS (1,000 SOUND EFFECTS) -REG. $19.95
CD-ROM COLORING BOOK -REG. $25.95
WORLD CUP INTERACTIVE (SOCCER) -REG. $25.95
WORLD'S GREATEST SPEECHES -REG. $39.95
CHILDREN'S ENCYCLOPEDIA -REG. $49.95

SUPER PACK ALSO AVAILABLE, CALL FOR YOUR SPECIAL PRICE!

SOFTBIT REGISTRATION
(FOR WORLD LITERARY HERITAGE)

NAME: _____

ADDRESS: _____

CITY, ST, ZIP: _____

WHEN PURCHASED: _____

WHERE PURCHASED: _____

RETURN TO US FOR UPDATES AND REVISION INFO:

SOFTBIT, INC.
1 WHITEWATER
IRVINE, CA 92715

TIME WARNER INTERACTIVE REGISTRATION
(Blue Force & Ringworld)

Name ..... Phone .....

Address ..... City .....

State ..... Zip ..... Purchase Date .....

Place of Purchase ..... Comments .....

Please mail this form to **T.W.I.** for registration.

TIME WARNER INTERACTIVE
2210 West Olive Avenue
Burbank, CA 91506

REGISTRATION FOR CREATIVE MULTIMEDIA CORP. DISCS OPTIMUM RESOURCES
(Aesop's Tables, Family Doctor, Hilarious & Magic Death)

Name ..... Phone .....

Address ..... City .....

State ..... Zip ..... Purchase Date .....

Place of Purchase ..... Comments .....

Please mail this form to **M.C.P.S., Inc.** for registration.

M.C.P.S., Inc.
1 Commerical Ave.,
Garden City, NY 11530

SIERRA ON LINE REGISTRATION
(Red Baron A-10 & INCA-2)

Name ..... Phone .....

Address ..... City .....

State ..... Zip ..... Purchase Date .....

Place of Purchase ..... Comments .....

Please mail this form to **SIERRA** for registration.

SIERRA ON-LINE
3380 146th Place S.E.,
Suite 300
Bellevue, WA 98007

VOYAGER REGISTRATION

THE FIRST EMPEROR OF CHINA
MPC ☐ **OR MAC** ☐

Name ..... Institution .....

Address ..... City .....

State ..... Zip ..... Phone .....

Place of Purchase ..... Purchase Date .....

Comment .....

Please mail this form to **VOYAGER** for registration.

VOYAGER
Customer Service
1 Bridge Street
Irvington, NY 10533-9919